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VOLUME 3
ISSUE 6

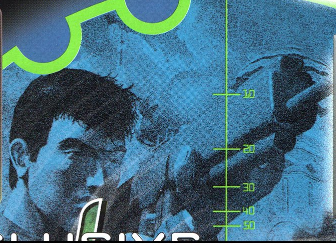
PlayStation

Official U.S. PlayStation Magazine

GT2 STRATEGY INSIDE

Hot New Games

Jedi Power Battles
Alundra 2
Hot Shots Golf 2



Official U.S. PlayStation Magazine Issue 30 (March 2000)

Syphon Filter 2™ PREVIEW AND DEMO

The Hottest Game of the New Millennium Is Here!
EXCLUSIVE SCREENS AND INFO

OPM Awards

We Pick the Best Games of the Year

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SCRAMBLED

30
MORE THAN 30 NEW GAMES COVERED INSIDE!

>>SHOTS OF 4 NEW PLAYSTATION 2 GAM

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Comic Mischief
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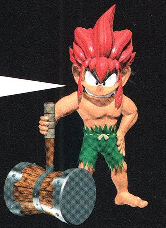
JUST BECAUSE YOU'VE GOT THE HAIR, DOESN'T MEAN YOU'VE GOT THE POWER.

TOMBA! 2

THE EVIL SWINE RETURN™



TOMBA PUTS THE GIANT HAM ON ICE.

FLYING SUITS. STYLISH YET FUNCTIONAL.

TOMBA GOES COVERT WITH A PIG SU

BEAT THE CLOC

SORRY, TO
ONLY ONE
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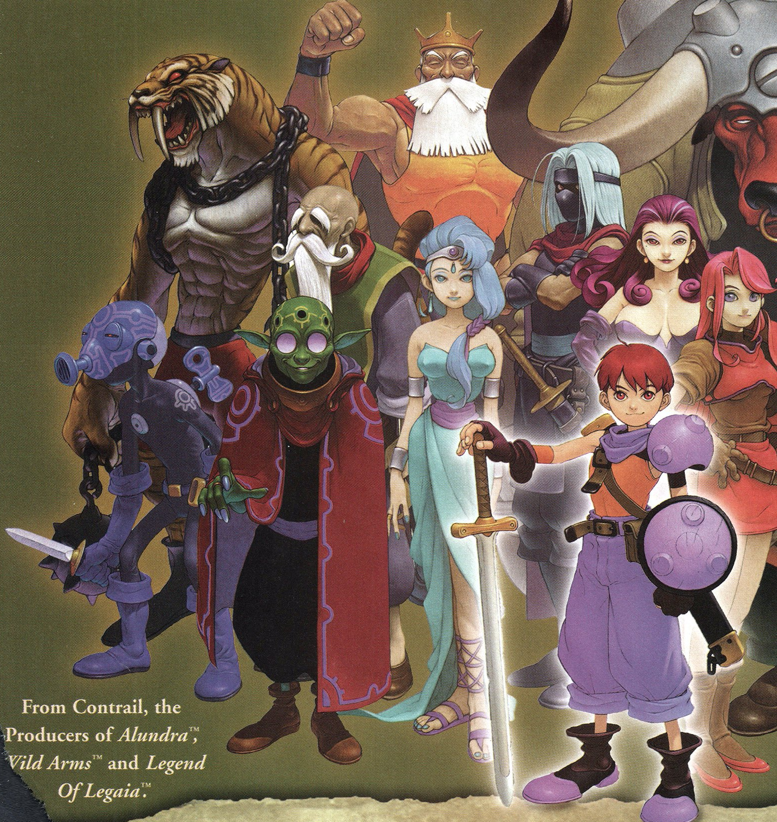

From Contrail, the
Producers of *Alundra*™,
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and air

HP
464
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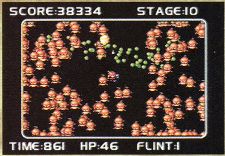
300
300

Swim, climb, and battle to solve hundreds of action-based puzzles.



SCORE:38334 STAGE:10

TIME:861 HP:46 FLINT:1

Unlock 10 mini-games to test your skill and increase your stats.

contrail

Matrix
software

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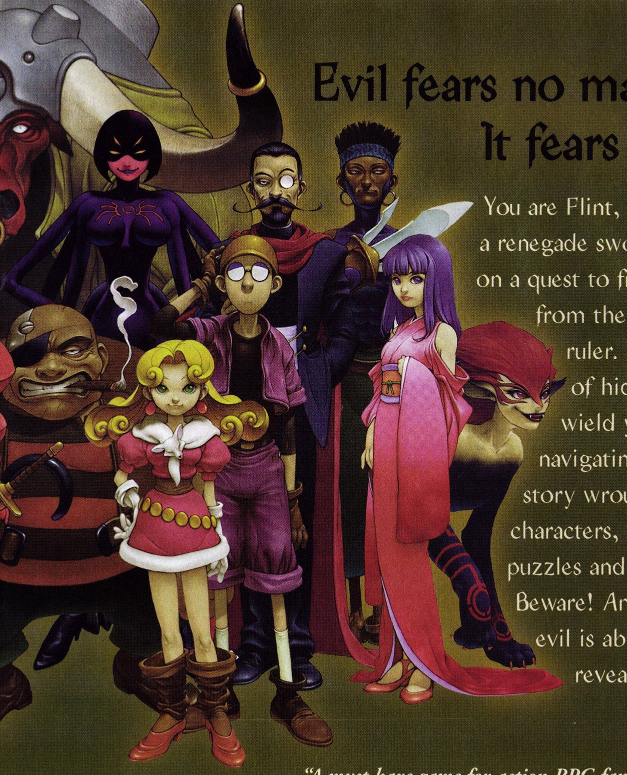

Evil fears no man.
It fears a boy.

You are Flint,
a renegade swordsman
on a quest to free a kingdom
from the grip of a sinister
ruler. Through a land
of hidden danger you
wield your weapon,
navigating an intricate
story wrought with bizarre
characters, brain-twisting
puzzles and wild games.
Beware! An even greater
evil is about to be
revealed...

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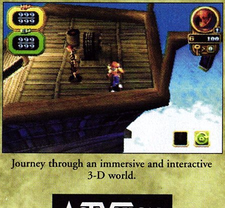
Wield the sword. Solve the puzzles. Live the journey.



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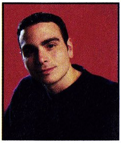
Editorial

A few unofficial words from the official editor-in-chief



Even though he's played them a few years ago on his PC, Kraig enjoys Civilization II and You Don't Know Jack! quite a bit more perched in front of his television.

A Year of Belated Surprises

When I looked back at 1999 during our preparation for this year's awards, I must say that I was a bit surprised. But not for obvious reasons, such as the PocketStation's absence or the obscene glut of wrestling games. Rather, I raised an eyebrow because many of the best games of 1999 were those that filled long-deprived genres.

There have been lots of great games for the PlayStation, but how did so many obvious holes go unfilled for so long? Until Activision released the incredible Tony Hawk Pro Skater, the PlayStation never had a great skateboarding game. Sure, there were a few others before it, but they weren't nearly half as good. And now we're getting a couple other passable ones such as Thrasher: Skate and Destroy and possibly Street Sk8er 2. It's like the industry collectively turned its head and said "Oh yeah, skateboarding games are a good idea, aren't they?" The same thing happened with snowboarding games a few years ago.

For quite awhile we've craved a light and fun cart racing game that also offered a great multiplayer mode—it's been a console gaming standard. Yes, there have been pretenders like Motor Toon, Chocobo Racing, etc. that have tried to do the job, but they didn't come close to fitting the bill. And now, finally, we have the brilliant Crash Team Racing. It sure took a little while, didn't it? Expect others to follow suit. Just as I'm writing this, I've gotten wind of a similar game on the way from Eidos called Walt Disney World: Magical Racing Quest. Looks like the industry has turned their head again.

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First- and third-person shooters have been a staple on the PlayStation, but they never really had the depth, story, or atmosphere needed to make any of them stand tall above the others. Syphon Filter broke down that barrier early in 1999 and Medal of Honor closed out the year in grand fashion with Medal of Honor. Whenever I play any of these games, they make me wonder why it took this long for them to arrive. Some people would say that it has taken developers awhile to really master the system, but the brilliance of these games has more to do with design than it does technical prowess. While some of these titles are no-brainers that should have been out years ago, others are here because development teams decided that they needed to go against the normal rat-race of creating a game, and actually take their time.

And then there's the ultra-late conversions that just make me shake my head. Why in the world did we have to wait until 1999 for Civilization II and You Don't Know Jack! to come out? These two titles have been perched at the top of their genres for years and are just now making it onto our favorite platform now.

It has to make you wonder and hope that companies are learning from these previous mistakes. That they can look to the future and load up the PlayStation2 with the best games as soon as possible instead of wasting their (and our) time with has-beens and endless clones.

Kraig Kujawa
Editor-in-Chief

Official U.S. PlayStation Magazine

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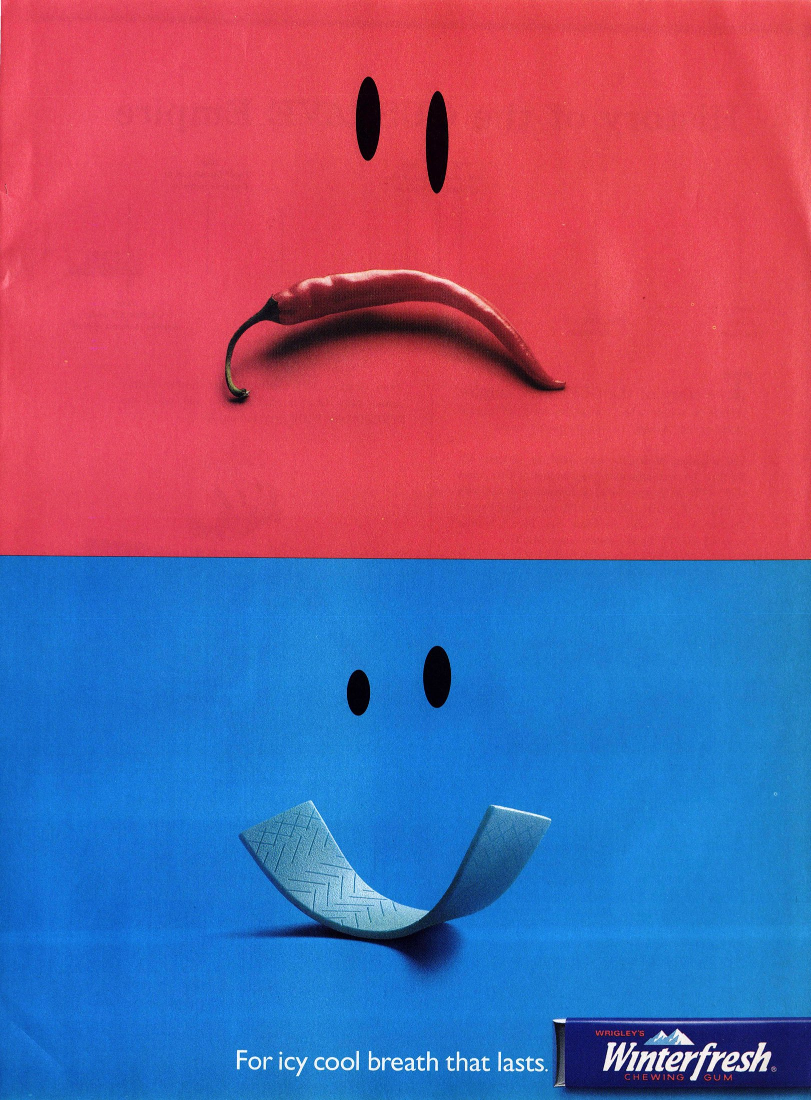
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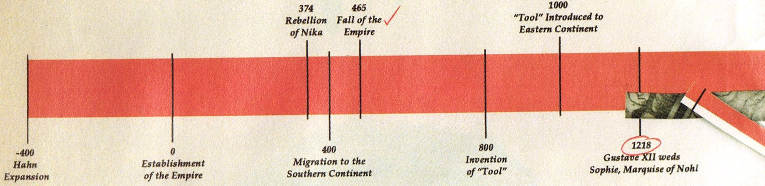
History of the GUSTAVE Empire


-400
Hahn Expansion
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Establishment of the Empire
374
Rebellion of Nika
400
Migration to the Southern Continent
465
Fall of the Empire ✓
800
Invention of "Tool"
1000
"Tool" Introduced to Eastern Continent
1218
Gustave XII weds Sophie, Marquise of Nohl

The story of the **GUSTAVE Empire** belongs to a time when the people used the magical power called "Anima" to conjure mighty spells.

The Kingdom of Finney was ruled by Gustave XII. Gustave XII was attacking the Marquis of Otto when 1220 **GUSTAVE XIII** was born to himself and his wife, **SOPHIE DE NOHL**. Gustave XIII was destined to be the heir of the throne. He would later have a brother named **PHILIPPE** and a sister named **MARIE**.

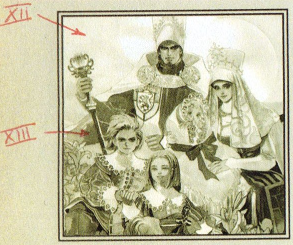
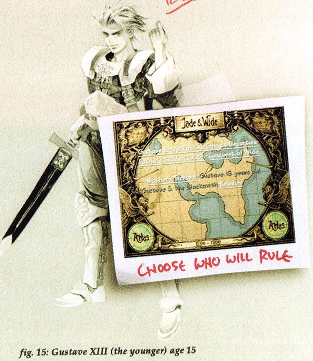


fig. 14: The Royal Family Gustave

When Gustave XIII turned 1227 seven, he participated in the **FIREBRAND CEREMONY** in which he was to prove his worth to become the heir of the throne. During that ceremony, Gustave XIII found that he had not the power "Anima." Because of his inability to use Anima, Gustave XIII, along with his mother Sophie, were exiled from the Kingdom by the King. JERK! Philippe and Marie would never see their mother again. Philippe was terribly saddened by the loss of his mother and blamed Gustave XIII for this. While he still had the pride of Royalty, Gustave XIII became a target of contempt resulting in his twisted personality.

When Gustave XIII turned 1239 ~~19~~, his mother Sophie passed away. Gustave XIII attacked and seized the **DUKEDOM OF WIDE** upon turning 20. 1240


Jade & Wide
Departure
Conquest of Wide
Gustave 15 years old
Gustave & the Blacksmith
Atlas
Atlas
1200 - 1300

CHOOSE WHO WILL RULE

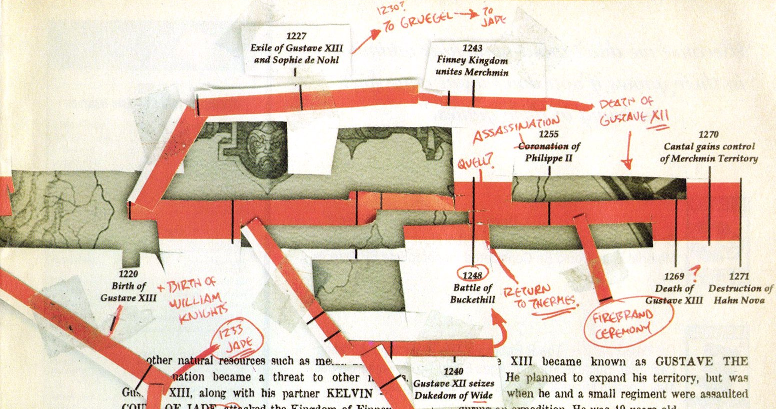
fig. 15: Gustave XIII (the younger) age 15

After he exiled his wife and child, Gustave XII remarried and had another son. He named the newborn **GUSTAVE XIV** who would eventually become the King of Finney after Gustave XII died.

ENEMY? OR ALLY?

Philippe became the Marquis of Nohl after Sophie passed away. Marie was forced to marry **CANTAL**, the new Marquis of Otto, for political reasons. Gustave XII seized one-half of the Otto territory in return.

Gustave XIII became the hero of those who did not have Anima. Instead of relying on the power of magic, he and his partners developed skills to use machines


1227
Exile of Gustave XIII and Sophie de Nohl
1230?
TO GRUEGEL → TO JADE
1243
Finney Kingdom unites Merchmin
DEATH OF GUSTAVE XII
ASSASSINATION
1255
~~Coronation of~~ Philippe II
QUELL?
1270
Cantal gains control of Merchmin Territory
1220
Birth of Gustave XIII
+ BIRTH OF WILLIAM KNIGHTS
1233
JADE
1248
Battle of Buckethill
RETURN TO THERMES.
1269?
Death of Gustave XIII
1271
Destruction of Hahn Nova
FIREBRAND CEREMONY
1240
Gustave XII seizes Dukedom of Wide

other natural resources such as met... nation became a threat to other n... Gus... XIII, along with his partner KELVIN – COU... OF JADE, attacked the Kingdom of Finney the ...tle of Buckethill. Cantal and Philippe promised to a... with Gustave XIV for this battle, but backed out ... the last moment, leaving Gustave XIV to suffer alo... Because he used metal to improve his military,

1248

1248?

ALLY WITH COUNT OF JADE

...e XIII became known as GUSTAVE THE ... He planned to expand his territory, but was ... when he and a small regiment were assaulted during an expedition. He was ~~49~~ years old.

1269

After the Battle of Buckethill, Philippe requested to rule the Kingdom of Finney. He failed in the Firebrand Ceremony forcing him to name his son, PHILIPPE II, the heir of the throne. At his Firebrand Ceremony ... Philippe ...word used

Gustave
...d in the
...y. In the
...e Count
Kingdom

Gustave
STAVE

by his
...ay. He
...a Quell
...that has
...amount
known as

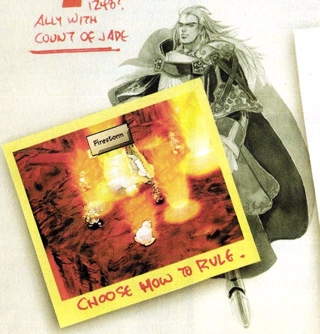

Firestorm
CHOOSE HOW TO RULE.

fig. 16: GUSTAVE THE STEEL

SHAPE HISTORY OR BE HISTORY

SaGa Frontier 2

TEEN
T
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TEEN
MILD ANIMATED VIOLENCE
SUGGESTIVE THEMES
Visit www.esrb.org or call 1-800-771-3772 for rating information.

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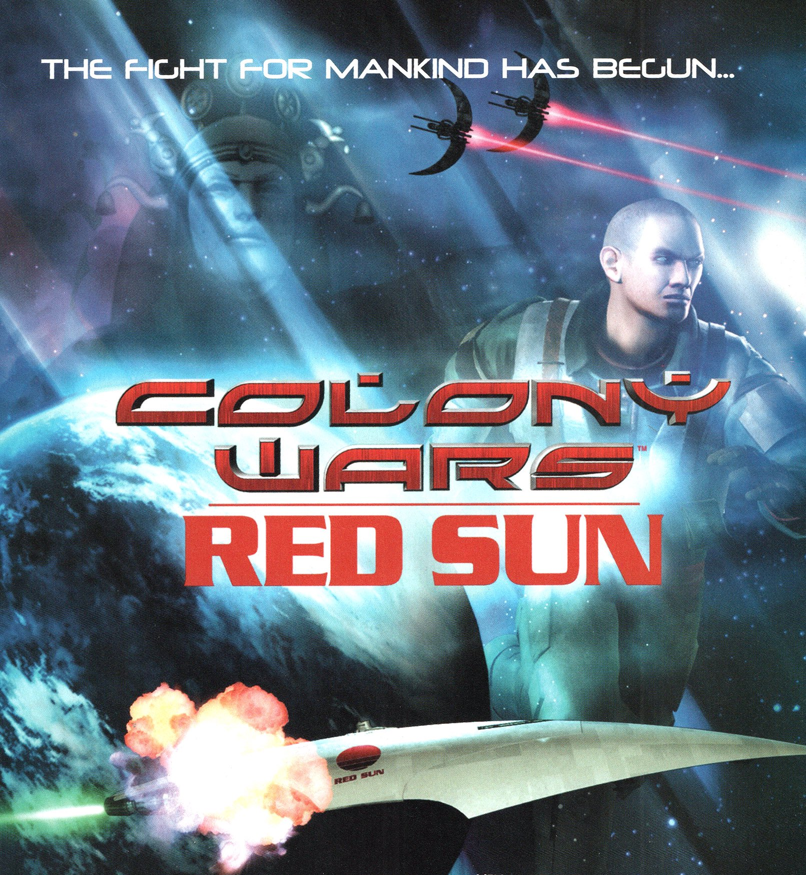
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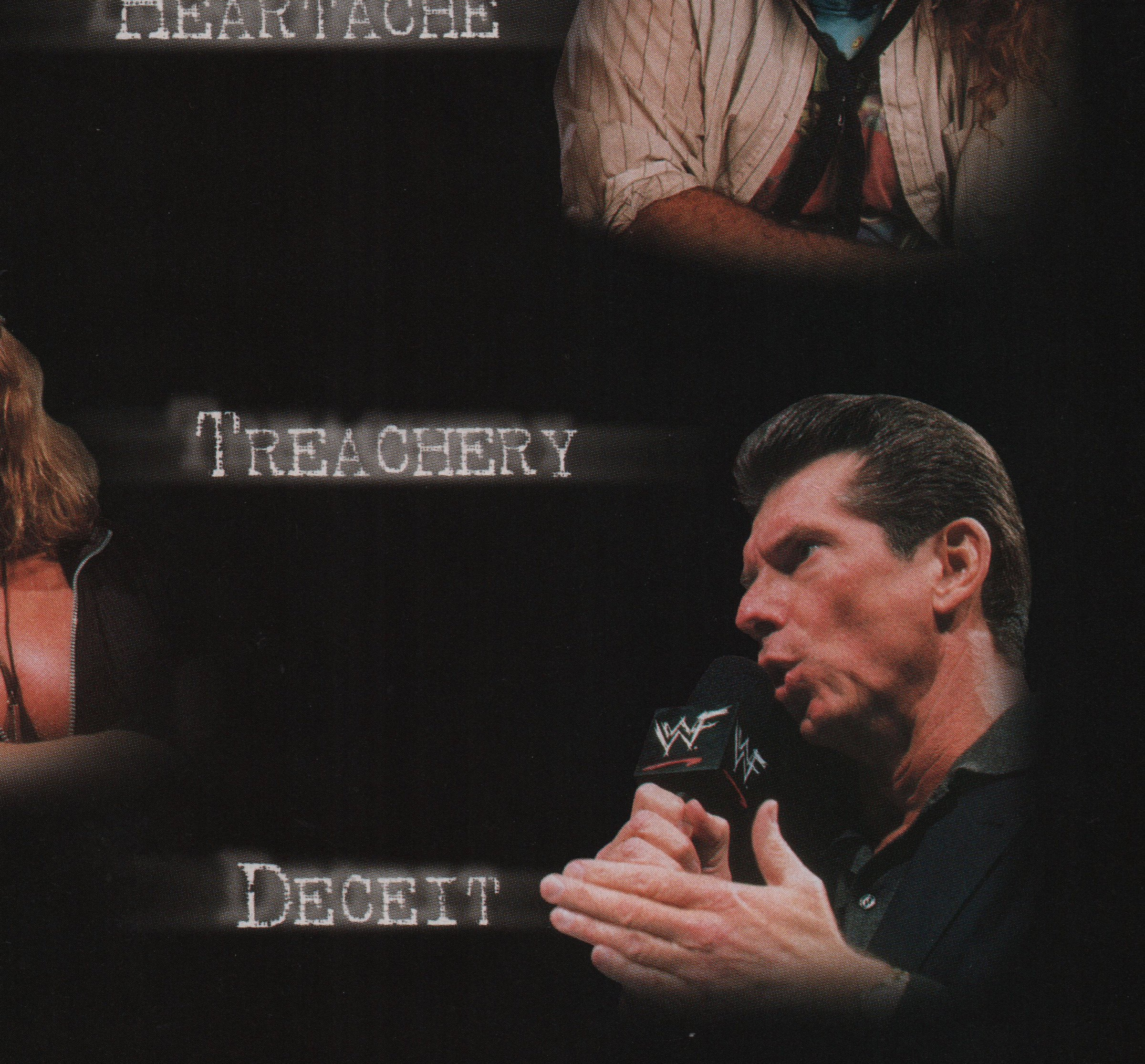
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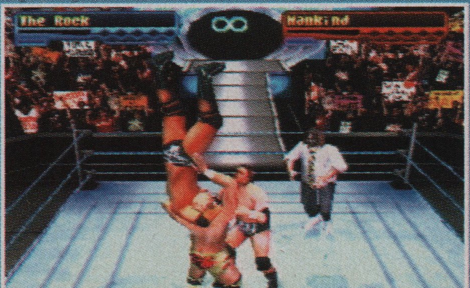
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Triple H
Mr. Ass

4-Player Action

Al Snow
Big Boss Man

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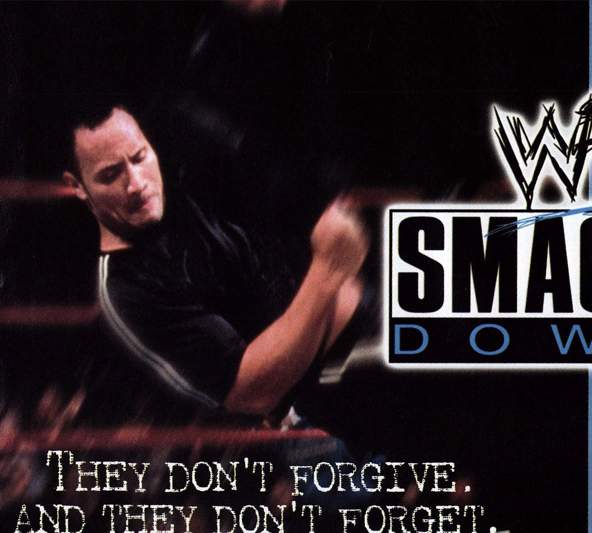
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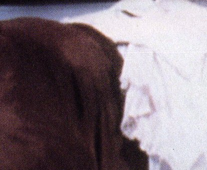
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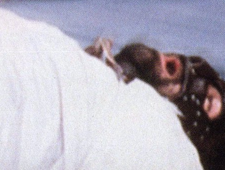
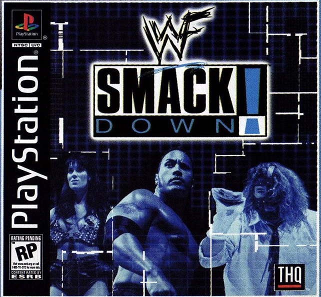
Road Dogg
X-Pac

Special Guest Referee


You know, I wonder what Test and Shane McMahon are talking about.

Backstage Politics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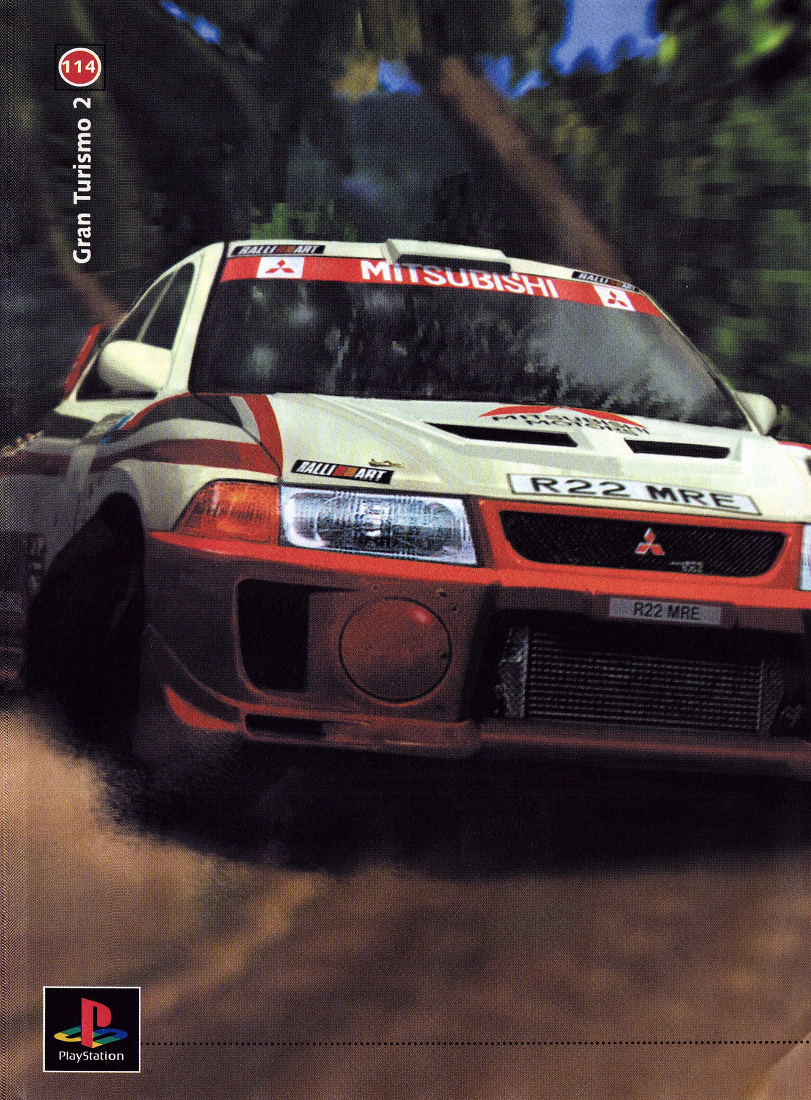
WWF SMACK DOWN!
RATING PENDING
RP
CONTENT RATED BY ESRB
THQ

114

Gran Turismo 2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R22 MRE

PlayStation

Contents

Syphon Filter 2

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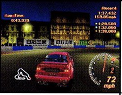
Gran Turismo 2



Check out the step-by-step instructions for each and every license test, as well as hints on every race event, complete with lists detailing cash and prizes awarded.

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g.e.a.r.

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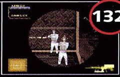

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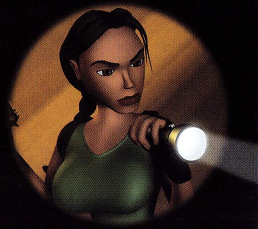
fear effect

Follow the light



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TEEN TO MATURE

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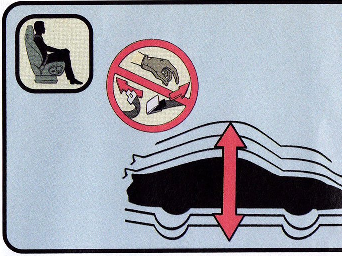
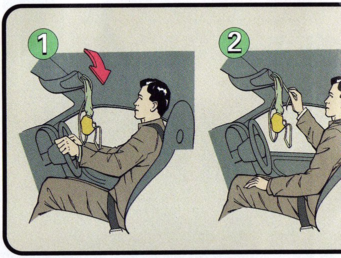
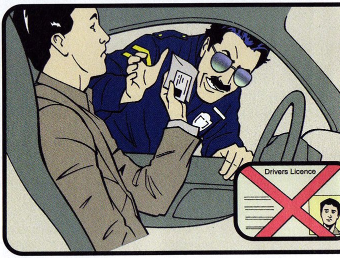
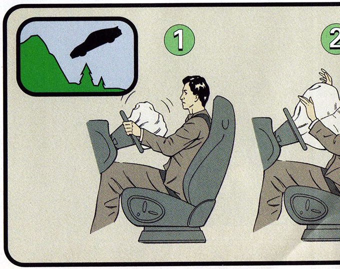
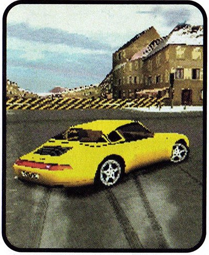
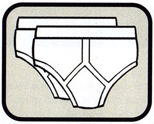


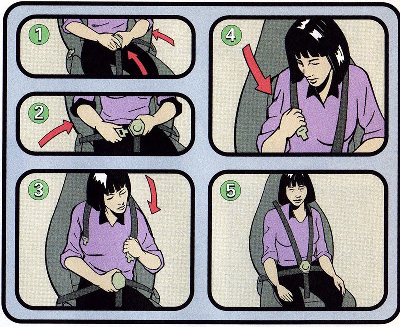


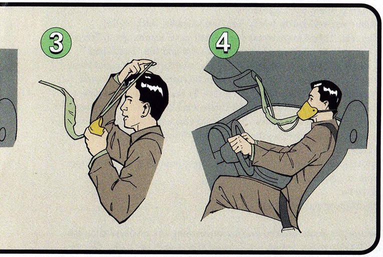


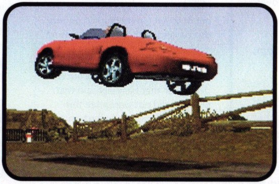


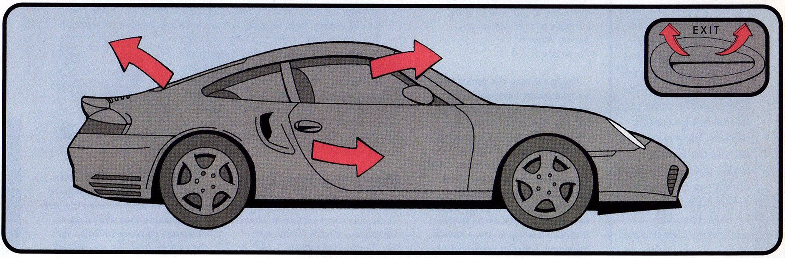


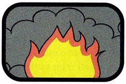






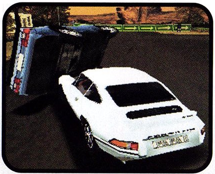


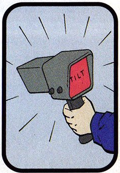




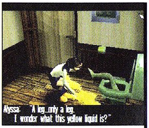
EXIT OPERATION:

OBSERVE SURROUNDINGS. IF SCENERY IS MOVING–REMAIN IN VEHICLE. IF STATIONARY, PROCEED WITH CAUTION TO NEAREST EXIT.



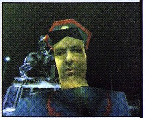


Caption Contest Winner


Alyssa: "A leg...only a leg.
I wonder what this yellow liquid is?"

"Mikey's attempt to skip out on his date proves fatal."
James Ferace
DarkmanPoe@aol.com

Now you too can have your shot at history with the OPM Caption Contest! Every month, we run a game-related picture or screenshot. Your job is to write a humorous caption for it and submit it to us at any of the addresses on the following Letters page. The winner will be chosen by the following scientific method: We'll read them all, and the one that makes us laugh our asses off will get a sparkling new game or game-related item. Now, see what you can do with this pic:



[You didn't really think those were the official rules, did you? For all the legal stuff on this and our other contests, please refer to page 24.]

Peripheral Woes

Dear *OPM*,

I recently purchased something called a "Super GB Booster," made by a company called Innovation. The sales clerk told me this product would be compatible with my son's PlayStation and would enable him to play his Game Boy games on it.

This was my son's birthday present, but within an hour after returning home, it became obvious that the product was defective. One out of seven games worked on this device, and even then there was no audio. I immediately tried to return the device, but was told, "Tough luck." The salesman pulled out a disclaimer that basically said that his store did not warrantee this item. He offered me half my money back on this scam.

I have learned my lesson, and will never purchase anything without the PlayStation trademark on it again. I thought Sony might be interested in this, as it possibly infringes on their trademark.

Bonnie Weyrich
Pismo Beach, CA

Though it may not technically be trademark infringement to produce such dubious peripherals, it is certainly unethical to manufacture and sell a product that fails to perform the advertised function without some kind of warning. We'd recommend taking your case up with the manufacturer, and if they refuse to help you, contact the Better Business Bureau or some similar consumer support organization.

We've heard too many stories like this regarding unlicensed peripherals. Always remember to look for the PlayStation logo on the box, and check your store's return policy before buying any product that states that it is "not licensed, sponsored, endorsed or manufactured" by Sony. Then you can at least make sure it works!

Letter of the Month

Dear OPM,

After playing Gran Turismo 2 without pause since its U.S. release I must say that it is beyond words. (If the original GT was a 5, then what is GT2?) But, what stirred me to write you a letter is Gran Turismo 2000. I read that it would just be an updated version of GT2, so I just thought I might pass along my suggestions.

1) Add more real-world tracks: Spa, Indianapolis, Nurburgring, Sebring, etc. 2) Add more of the truly exotic cars: Lamborghini, Ferrari, Maserati, etc. 3) Eliminate the "car wash" and add the "body shop." If we can take "for professionals only" one step farther, we could allow damage as an option and force players to fix their cars. This can add many possibilities: What if you win a race by bashing, but then have to fix your car for the next race in the championship? What? Not enough money to complete all repairs...? You could also use the body shop to paint your cars as you like, sponsor and all. 4) Include more races with even tougher AI. 5) Expand the Rally mode.

PlayStation2 is going to be incredible; I just hope that we get a Gran Turismo sequel that is equal to the task.

David Fiallo
76301,737@compuserve.com

Though it's probably too late to implement any of these changes into GT2000, these are all great suggestions that we'd also like to see in future sequels. Visible damage to the licensed vehicles is unlikely, though, since car manufacturers don't seem to like the idea of seeing their beloved vehicles smashed beyond recognition.

Do you think you have what it takes to write the Letter of the Month? Send us your timely, original, well-written video game expositions (you don't even have to agree with us!) and you too could win an official OPM Box of Joy. New surprise goodies every month!

Choose Your Tools Wisely

Dear *OPM*,

I recently saw a picture of what I thought was a fat PlayStation2. Then I noticed the word "Tool" on the side, and the caption which indicated it was a PlayStation2 development kit. But there wasn't any more information about what it really is or does. So what exactly is the "Tool" for, and will it be something that consumers will have to buy along with their PS2s?

Miguel De La Rosa
Immokalee, Florida

The development kit is something that only game developers will need to worry about; it's just the hardware that allows game designers to program titles for the new console. An integrated system for coding and debugging software, it simplifies the more complex development kit used for developing games for the original PlayStation; where the original kit required a PC, the new kit is a stand-alone system. And it's a good thing consumers don't have to buy them: They go for around $20,000!

we want your input!

How do you like the mag? What about the design? Are we leaving anything out?

Let us know!

To get special attention as far as design and content issues go, label your letters or e-mails with the heading: PlayStation Magazine suggestions c/o the Official U.S. PlayStation Magazine at the addresses on the final Letters page.
We can't wait to hear from you.

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Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's Demo Disc section.

Make It So

Dear *OPM*,

I have a question that maybe you can answer. Are there any plans at this point for a Star Trek game on the PlayStation? I was just wondering because I see Star Wars games on the PlayStation for those who like Star Wars, but no Star Trek.

Mike Brown
via the Internet

Actually, we recently got a behind-closed-doors look at a new Star Trek game which Activision is planning to release in the near future. The game looked intriguing, sort of like a Colony Wars set in the Star Trek universe (with the story expected to fall between *The Next Generation* and *Voyager*). Look for a more in-depth preview soon!

Sic 'em!

Dear *OPM*,

I want to e-mail Agetec to tell them they should release RPG Maker. What is their address?

Kent Boorman
alphaunicron@home.com

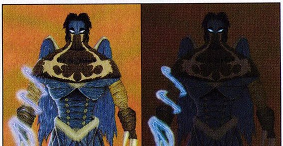
E-mails having to do with upcoming games can be sent to marketing@agetec.com. And in case you'd rather bombard them with real paper, their mailing address is Agetec, Inc., 900 Veterans Blvd., Suite 600; Redwood City, CA 94063. Make us proud, soldier!

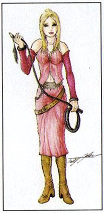
DO YOU HAVE ANY QUESTIONS ABOUT YOUR SUBSCRIPTION TO *OPM*? POINT YOUR BROWSER TO http://subscribe.playstationmagazine.com/service AND FILL OUT THE APPROPRIATE FORM. WITH A CREDIT CARD, YOU CAN EVEN START A NEW SUBSCRIPTION!

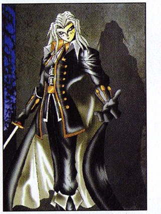
The Reader Art Challenge

Every month we'll be picking one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions.

No, you're not seeing double; this month's winner, Gene Dambach of Pawling, NY, treated his submission with UV-sensitive paint, so that when the original image (left) was held under a blacklight, certain parts would glow (right). Our response: "Ooooooh." Other fine efforts this month come from Todd Adamson of Sandy, UT (center) and Timothy Lim of Little Rock, AK (right). Good work, folks.







3 ways to reach us

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P.O. Box 3338
Oak Brook, IL 60522-3338

fax:
If you need to reach us now
630 382 9010

e-mail:
opm@zd.com
and check us out on
www.videogames.com

Official Contest and Sweepstakes Rules

TOP 10 MOST WANTED SWEEPSTAKES

Official Contest Rules:

1. No Purchase Necessary: To enter, send a letter or standard-sized postcard containing your name, address and phone number together with your list of 10 most wanted video games to "Top Ten Most Wanted" Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail it to gary_steinman@zd.com or fax it to (630) 382-9010. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff-Davis and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: One Grand Prize winner will receive two (2) video games as determined by Namco. Grand Prize has an approximate retail value of $80. Winners shall be determined by a random drawing of all valid entries by OPM editors, whose decisions are final. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsor should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Inc., Namco nor their respective affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to OPM Top 10 Most Wanted Winners List, P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM CAPTION CONTEST

Official Contest Rules:

1. No Purchase Necessary: To enter, send an original caption for the attached screen shot on a standard-sized postcard containing your name, address, and phone number to "OPM Caption Sweepstakes" PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by ZD. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of ZD should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Quote Contest Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM LETTER OF THE MONTH

Official Contest Rules:

1. No Purchase Necessary: To enter, send a letter or standard-size postcard containing your name, address, and phone number together with your comments to "OPM Letter of the Month", PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of *OPM*. All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive a box containing various items from the *OPM* offices. Grand Prize has an approximate retail value of at least $10. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by *OPM* editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of ZD should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Letter of the Month Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

MENS WOMENS DENIM SWEATERS LEATHER FOOTWEAR GLOVES PLATINUM FINE JEWELRY WATCHES BELTS WALLETS

*eckō.complex

mindquarters/media_lab

*configured by Marc Eckō/The Eckō Unltd. Co.

"At Last... a Medie

val Tomb Raider...”
-Official U.S. PlayStation Magazine

> "After reaching legendary status on the PC, the Might and Magic universe is ready to cast its spell on the PlayStation."
>
> -GamePro

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Prepare for the ultimate battle of good and evil. As Drake, a lone mercenary toughened by years of hardship, you're swept up into the midst of a Crusade in the incredible 3D fantasy-action lands of Ardon. Your only mission is to rid the land of the same vile evil that annihilated your family. Then, and only then, will you have your revenge!

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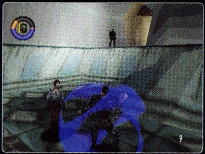
- Slay your enemies through scores of grueling quests
- Go to battle armed with a variety of wicked weapons & sizzling spells



CRUSADERS -OF- MIGHT AND MAGIC™

PlayStation
TEEN
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PC CD ROM

Prima Strategy Guide Available

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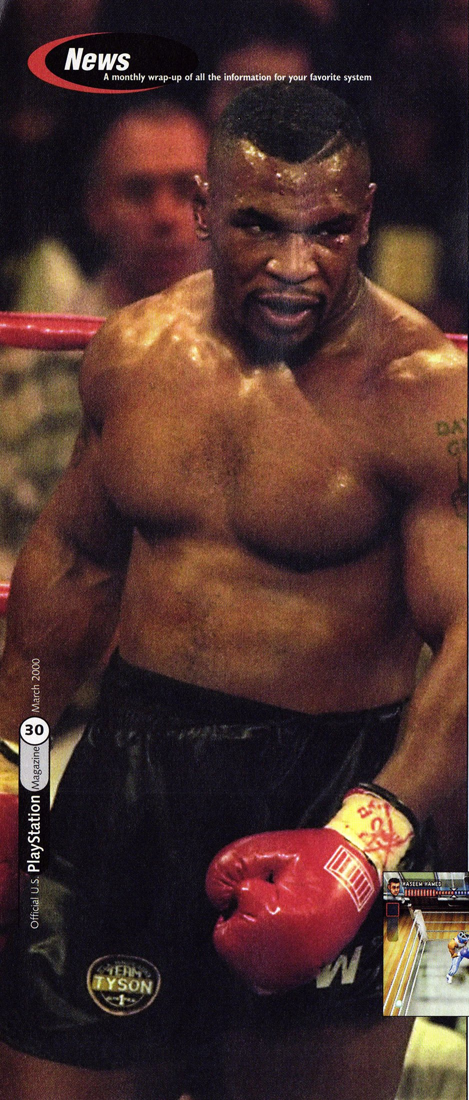


Tyson Fights Again

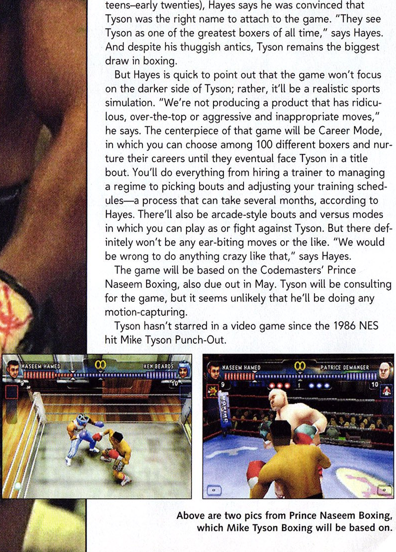
He's been convicted of raping a beauty queen. He's snacked on Hollyfield's ear during a title bout. Heck, he hasn't even held a boxing belt since 1996. But that's not stopping U.K.-based Codemasters from signing Mike Tyson to an exclusive license agreement to appear in the forthcoming Mike Tyson Boxing, due out in May.

With such a checkered reputation, it may be a bit surprising that anyone bothered signing Tyson to such a deal. "There are issues and concerns that we're certainly not blind to, but well aware of," concedes Michael Hayes, worldwide director of sales and marketing for Codemasters. But after conducting research with the game's target audience (late teens–early twenties), Hayes says he was convinced that Tyson was the right name to attach to the game. "They see Tyson as one of the greatest boxers of all time," says Hayes. And despite his thuggish antics, Tyson remains the biggest draw in boxing.

But Hayes is quick to point out that the game won't focus on the darker side of Tyson; rather, it'll be a realistic sports simulation. "We're not producing a product that has ridiculous, over-the-top or aggressive and inappropriate moves," he says. The centerpiece of that game will be Career Mode, in which you can choose among 100 different boxers and nurture their careers until they eventual face Tyson in a title bout. You'll do everything from hiring a trainer to managing a regime to picking bouts and adjusting your training schedules—a process that can take several months, according to Hayes. There'll also be arcade-style bouts and versus modes in which you can play as or fight against Tyson. But there definitely won't be any ear-biting moves or the like. "We would be wrong to do anything crazy like that," says Hayes.

The game will be based on the Codemasters' Prince Naseem Boxing, also due out in May. Tyson will be consulting for the game, but it seems unlikely that he'll be doing any motion-capturing.

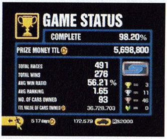
Tyson hasn't starred in a video game since the 1986 NES hit Mike Tyson Punch-Out.



Above are two pics from Prince Naseem Boxing, which Mike Tyson Boxing will be based on.

GT2 Incomplete

Fans of Gran Turismo 2 who've already devoted 110% of their efforts to Polyphony Digital's masterwork were surely disappointed to learn they could only complete 98.2% of the game. Sony shipped GT2 just shy of completion—a fact that was confirmed by Polyphony on its Web site. The consensus is that GT2 is missing its drag racing courses, since you can earn drag cars but there are no devoted tracks to race them on. Sony CEA has yet to comment on this shortfall.



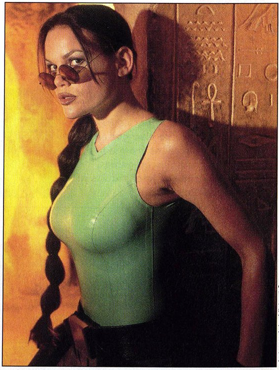
GAME STATUS

COMPLETE	98.20%
PRIZE MONEY TTL	5,698,800
TOTAL RACES	491
TOTAL WINS	276
AVG WIN RATIO	56.21 %
AVG RANKING	1.65
NO. OF CARS OWNED	93
TTL VALUE OF CARS OWNED	36.728.703

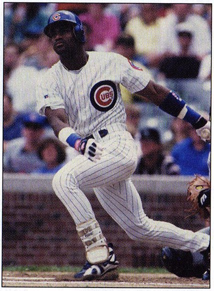
Lara Flick Looms Closer

Lara Croft may be edging closer to becoming a celluloid reality, according a recent report in *Variety.* The movie industry trade publication said Paramount Pictures is in "advanced negotiations to enlist Simon West" *(The General's Daughter, Con Air)* to direct its Tomb Raider film. No word yet on who'll be starring as Croft, though. The film was set for a summer 2000 release, but it looks unlikely to make that date.

Separately, *Variety* also reported that Columbia Pictures is pursuing Sam Raimi to direct its forthcoming Spider-Man film. Raimi, who recently directed *For Love of the Game* and is best known for the *Evil Dead* films, is "an avowed Spider-Man fanatic," according to Variety.



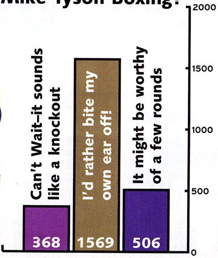
photograph by Michael Sexton



Sosa Signs With 3DO

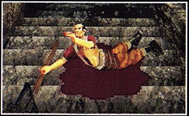
Super-slugger Sammy Sosa has switched affiliations, signing a multiyear deal to help with the development and marketing of Sammy Sosa High Heat Baseball. Just last year Sosa was the cover boy for EA Sports' Triple Play 2000, a critically praised game. But apparently Sosa is looking for something better. "I agree with the gaming magazines that say 3DO's High Heat Baseball is the best," he said. Hmmm...we just wonder what magazines he's been reading, because we gave the horrendous High Heat Baseball 2000 just one disc (to be fair, though, the PC version of the game was much better). Hopefully Sosa's skills will help improve 3DO's flagging PlayStation franchise.

How interested are you in playing Mike Tyson Boxing?



total number of votes: 2443
poll taken by videogames.com
illustration by Wayne Vincent

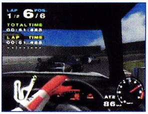
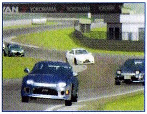
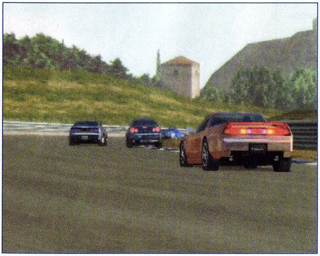
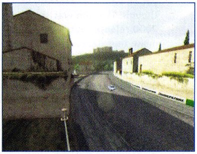
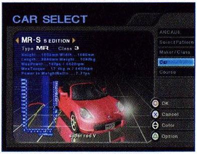
Quote of the Month



"If we get a 'T' rating, we didn't make it violent enough."

–John Inada, marketing manager for Tecmo, commenting on how he hopes that Deception III: Dark Delusion gets a Mature rating rather than a Teen rating.

Less than two months to go before the PlayStation2 launch, and we can hardly wait! The big news this month is Square's PS2 racer, Type-S. We've also got another batch of great screens from a handful of previously announced games, along with plenty of juicy tidbits in our PS News Roundup.

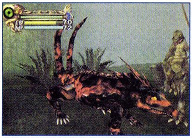
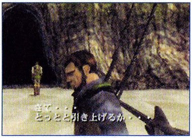






Type-S

Featuring a "driver's-eye" camera angle and simulation-style gameplay, Square's new PS2 racer is scheduled to release in Japan sometime this spring. Check out the detailed car models and advanced lighting effects in these screens.

Eternal Ring

Here are a few more screens of From Software's first-person RPG Eternal Ring. The game is set on an island divided into eight areas, each with its own dragon, and you'll have to rely on elemental magic rather than using weapons.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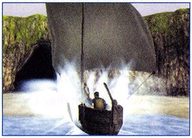
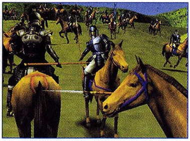
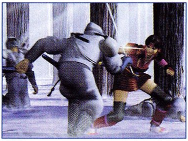
とっとと引き上げるか・・・

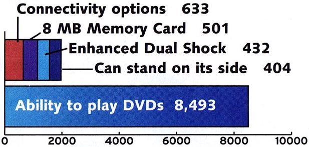


Kessen

Another month, another batch of Kessen shots. We tried to avoid them, but all those pretty horses just pranced their way into our News section.

Which "secondary" feature of the PS2 is most enticing to you?



The Rub

Tomb Robbery

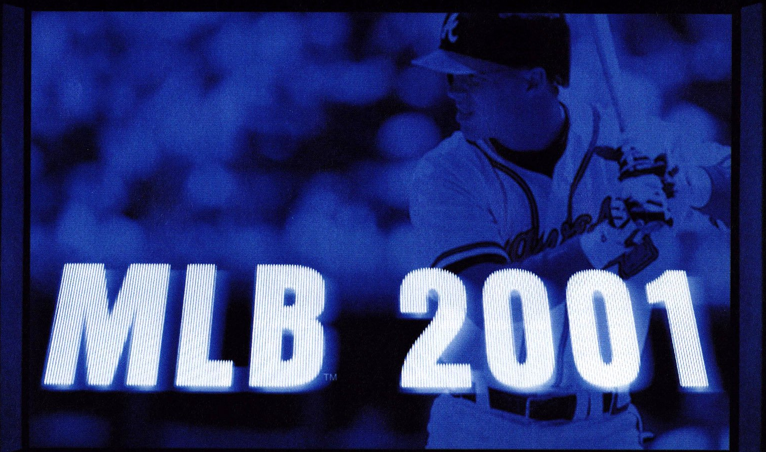
THE FACTS: Paramount Pictures is developing a movie based on its syndicated TV show *Relic Hunter*.

THE RUB: Yes, we know this is a PlayStation magazine, and this item seems to have nothing to do with our favorite system...but hold on! You see, Paramount is also producing the Tomb Raider film—and anyone who's seen *Relic Hunter* knows that it's nothing more than a bad Tomb Raider ripoff. Why Paramount is bothering to develop a second-rate version of Tomb Raider, a license they probably paid a lot of money for, we'll never know. Guess it's just another example of Hollywood brilliance in action.

Violent Behavior

THE FACTS: Mortal Kombat is bloody and violent.

THE RUB: Right. We knew that already. We also know that the series is past its prime and quite tame next to the current generation of gorefests. But apparently a group of protesters didn't realize that when they marched on



Every game is like game 7.

MARCH 2000

989™ SPORTS

PlayStation®

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MAJOR LEAGUE BASEBALL®

PLAYERS CHOICE

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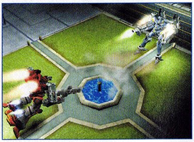
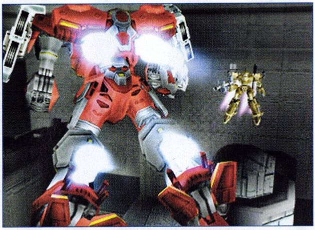
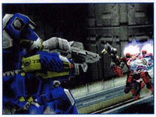
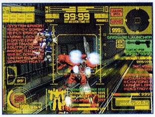




Armored core 2

The graphics aren't the only thing to receive an upgrade in this stunning-looking mech title. There'll be plenty of details to manage, with 13 different gauges displayed on screen, including everything from damage to cannon trajectory to radar/weather display.





PS2 News Roundup

Sony will be holding a PlayStation 2000 Festival in Japan on Feb. 18 through Feb. 20, just days after this issue hits the newsstands. The event will feature 20 playable PS2 games. Stay tuned to videogames.com for all the latest news. • The lineup for the Festival includes two newly announced games from Square EA: FIFA 2000 and Boarder Cross. While we've got no details about the latter, we presume it'll be a snowboarding game. • U.K.-based developer Headfirst Productions is working on a game based on the works of H.P. Lovecraft. Titled Dark Corners of the Earth, the first-person perspective game will focus on exploration and puzzle-solving. • Vile will publish sequels to Twilight Syndrome and Fire Pro-Wrestling. Both games were former properties of Human, which recently declared bankruptcy. • THQ announced that they're developing Summoner for the PS2. The fantasy/RPG will be developed by Volition, the minds behind the well-received Descent series. • Tecmo told us that their Ninja Gaiden title should release at the U.S. PlayStation2 launch. They also confirmed they'll be developing a Dead or Alive title, but due to an exclusivity agreement with Sega, the game won't bear the DoA name. A Tecmo Bowl game for the PS2 is also in the works.

A PC screen from Summoner

The Rub

Chicago's City Hall in January to try to stop a $2 million grant awarded by the city to keep Midway from moving away. What we'd like to ask the protesters is: Do you actually believe that disrupting the livelihoods of 700 employees is less destructive than a silly video game? Really, now.

Big Business

THE FACTS: Video games are almost as big as Hollywood.
THE RUB: With $7.2 billion in hardware and software sales in 1999, video games are edging real close to the film industry's $7.4 billion annual box office take. And with the PlayStation2 just around the corner, there's no way the Hollywood will be able to keep up. Just think: cinematic effects on the fly, intensely immersive gameplay and the ability to connect with gamers across the globe—all in your living room!

10 things we think we think this month

1 Hopefully, Jedi Power Battles doesn't continue the tradition of Episode I mediocrity

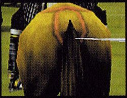
2 Need for Speed sequels are coming out quicker than car makers are able to design new models.

3 Acclaim needs to take their PlayStation games more seriously. They should concentrate on making a couple killer PS2 games to punctuate their turnaround.

4 According to Sony, a PlayStation is in one of every four households. What in the hell are the other three in four thinking?

5 The PlayStation needs a stock day-trading game. Moreover, it needs to come out before we all lose our shirts playing the real market.

6 Kessen better turn out to be a good PlayStation2 game. Otherwise we'll look like a horse's ass for showing all those screens.

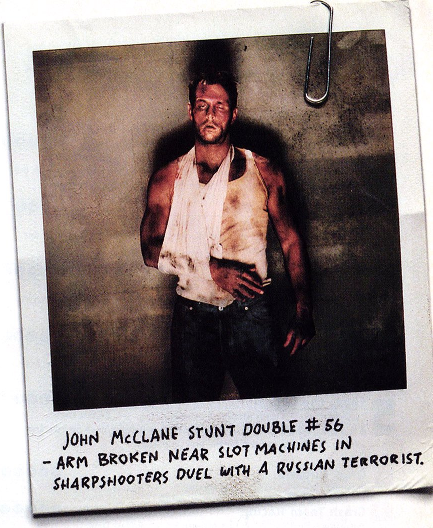


7 All those Y2K survival supplies we never used can finally be put to good use: Once the PlayStation2 arrives, we'll never have to leave our homes!

8 Licensing Mike Tyson for video games probably started as a really bad joke that someone took a little too seriously in the Codemasters' boardroom.

9 Midway is loading up their PlayStation2 line-up. We're hoping that they spare us the requisite Mortal Kombat launch game.

10 Due to being rushed, Gran Turismo 2 can only be completed to a tally of 98.2%. Maybe the other 1.8% will be forthcoming on a expansion disc.



JOHN McCLANE STUNT DOUBLE #56
– ARM BROKEN NEAR SLOT MACHINES IN
SHARPSHOOTERS DUEL WITH A RUSSIAN TERRORIST.

DIE HARD
TRILOGY 2™
VIVA LAS VEGAS

Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers

1 Gran Turismo 2

●●●●●

Publisher: Sony CEA **Last Month:** – **Genre:** Racing **Release Date:** Dec. 1999

No surprise here. Following up the once-greatest racing game ever with the new greatest racing game ever means few copies left on store shelves.

2 Tomorrow Never Dies

●●●◐○

Publisher: EA **Last Month:** 8 **Genre:** Action **Release Date:** Nov. 1999

It seems that a lot of you saw *The World is Not Enough* and put this latest Bond game on your Christmas list.

3 Tony Hawk's Pro Skater

●●●●◐

Publisher: Activision **Last Month:** 4 **Genre:** Sports **Release Date:** Sept. 1999

You know you've got a great skating game when it out-sells all other sports titles, period.

4 NBA Live 2000

●●●●◐

Publisher: EA **Last Month:** 2 **Genre:** Sports **Release Date:** Nov. 1999

After taking a year off due to last season's strike, plenty of b-ball fans are eagerly picking up this popular franchise's return.

5 Spyro the Dragon

●●●●○

Publisher: Sony CEA **Last Month:** 6 **Genre:** Action **Release Date:** Sept. 1998

A low price coupled with a quality sequel have helped move Spyro's first adventure into the top five for the first time ever.

#	Title	Rating	Publisher	Last Month	Release Date
6	**Gran Turismo**	●●●●●	Sony CEA	9	May 1998
7	**Crash Team Racing**	●●●●●	Sony CEA	3	Oct. 1999
8	**Resident Evil 3 Nemesis**	●●●◐○	Capcom	1	Nov. 1999
9	**Frogger**	●●◐○○	Hasbro	13	Oct. 1997
10	**Toy Story 2**	●●●○○	Activision	–	Nov. 1999
11	**Spyro 2: Ripto's Rage!**	●●●●◐	Sony CEA	7	Nov. 1999
12	**Crash Bandicoot: Warped**	●●●●●	Sony CEA	11	Nov. 1998
13	**Tomb Raider: The Last Revelation**	●●●●○	Eidos Interactive	–	Nov. 1999
14	**Driver**	●●●●○	GT Interactive	10	June 1999
15	**Madden NFL 2000**	●●●●●	EA	12	Aug. 1999
16	**Rugrats**	●●●◐○	THQ	–	Nov. 1998
17	**Twisted Metal 4**	●●●●○	989 Studios	–	Nov. 1999
18	**A Bug's Life**	●●○○○	Sony CEA	17	Nov. 1998
19	**Medal of Honor**	●●●●○	EA	15	Nov. 1999
20	**Pac-Man World**	●●●●◐	Namco	14	Oct. 1999

namco Presents

Top 10 Most Wanted

As nominated by our attractive, intelligent readers

1. **Resident Evil 3 Nemesis** Aaahhhh!!!! Just thinking of this zombified Capcom sequel gives us the willies.
2. **Gran Turismo 2** Vroom! Vroom! Vroom! You'll be up in your room just a playin' all night. It'll make ya feel right.
3. **Medal of Honor** Is it just us, or are Nazis just as monstrous as any abomination from Doom or Quake?
4. **Final Fantasy VIII** Check out some new toys from this latest Square masterpiece in the g.e.a.r. section.
5. **Thrasher: Skate & Destroy** It appears that Tony Hawk might have started a trend here...
6. **Tomorrow Never Dies** He may shake those martinis, but no one's shaking Bond from Most Wanted.
7. **Spyro 2: Ripto's Rage** You're still clamoring for the coolest purple dragon since Figment at EPCOT Center.
8. **Crash Team Racing** Between CTR and GT2, now's a great time to be a PS racing fan.
9. **Tomb Raider: The Last Revelation** Check out how Lara worked things at 16...or just check out Lara.
10. **Driver** Nothin' like saving the day by driving recklessly through four huge cities, leaving cops in your dust.

Gene Chin

Our monthly contest winner's top five picks

1. **Deception III: Dark Delusion** Gene's up for some sadistic, trap-setting madness in this Tecmo sequel.
2. **Tomba! 2** When hostile pigs capture your girlfriend, something's gotta be done! Apparently, Gene agrees.
3. **Shao Lin** Gene could be waiting for this eight-player brawl for a long time. Word is, it might be canceled.
4. **Tenchu II** It's more stealthy ninja action for Gene, this time set before the events of the first Tenchu.
5. **Fear Effect** We're anticipating this *Blade Runner*-esque survival horror title just as much as Gene!

Editors' Top 5

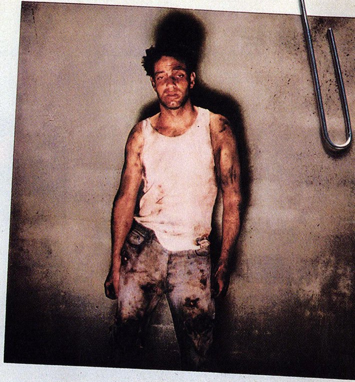
What we've been playing instead of working

1. **Gran Turismo 2** The best game of 1999...and still the best game of 2000!
2. **Hot Shots Golf 2** Who doesn't like to taunt their coworkers while playing golf?
3. **Silent Bomber** This one came out of nowhere to blow Joe away.
4. **Syphon Filter 2** The frustration factor got to Mark at first...but then he found the cheat menu.
5. **Madden NFL 2000** Kraig's relentless defense is the stuff of legends around the office.

Send your votes for the Readers' 10 Most Wanted games to: *Official PlayStation Magazine* Attn: Readers' 10 Most Wanted, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail us at: gary_steinman@zd.com or visit the *OPM* section on www.videogames.com

Source: NPD TRSTS Video Games, December 1999. Call them at (516) 625-2345 for questions about this list. Note: No games for competing console systems (e.g., N64, Sega Dreamcast, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.

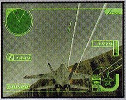
JOHN McCLANE STUNT DOUBLE #18
-HEADWOUND FROM HIGH SPEED WRECK WHILE
ATTEMPTING EXTREME DRIVING DOWN VEGAS STRIP.



JOHN McCLANE STUNT DOUBLE #134
-STEPPED ON PROXIMITY MINE NEAR
ROULETTE TABLE WHILE BATTLING TERRORIST

DIE HARD TRILOGY 2™

VIVA LAS VEGAS



Clockwise from top left: Front Mission 3, Hot Shots Golf 2 and Ace Combat 3 Electrosphere.

Coming Soon

March

Ace Combat 3 Electroshere	Namco	Action
CatDog: Saving Mean Bob	Hasbro Interactive	Action
Colony Wars: Red Sun	Psygnosis	Action
ESPN Major League Soccer	Konami	Sports
Extreme Hockey Rock Rink	EA Sports	Sports
Flintstones Bedrock Bowling	Southpeak	Sports
Front Mission 3	Square EA	Strategy
Galerians	Crave	Action
Gauntlet Legends	Midway	Action
Hot Shots Golf 2	Sony CEA	Sports
Hydro Thunder	Midway	Racing
Jeremy McGrath 2000	Acclaim	Racing
Konami Rally	Konami	Racing
N-GEN Racing	Infogrames	Racing
Paper Boy	Midway	Action
Roadsters	Titus	Racing
RollCage: Extreme	Psygnosis	Racing
Runabout 2	Tecmo	Action
Silent Bomber	Bandai	Action
Street Fighter EX2 Plus	Capcom	Fighting
Street Sk8r 2	Electronic Arts	Sports
Striker Pro 2000	Infogrames	Sports
Syphon Filter 2	989 Studios	Action
Tanktics	Interplay	Action
Test Drive Cycles	Infogrames	Racing
Triple Play 2001	EA Sports	Sports
Urban Chaos	Eidos	Action
Vanguard Bandits	Working Designs	RPG
WWF Smackdown	THQ	Action

April

Alundra 2	Activision	RPG
Animorphs	GT Interactive	Action
Army Men World War	3DO	Action
Baldur's Gate	Interplay	RPG
Blaster Master: Blasting Again	Sunsoft	Action
Caesars Palace 2000	Interplay	Misc.
Countdown Vampires	Bandai	Action
Darkstone	Take 2 Interactive	RPG
Danger Girl	THQ	Action
Digimon World	Bandai	Misc.
Duke Nukem: Time to Kill 2	GT Interactive	Action
Formula One World Grand Prix	Eidos	Racing
Gekido	Interplay	Action
High Heat Baseball 2001	3DO	Sports
Major League Baseball 2001	Fox Sports	Sports
MLB 2001	989 Sports	Sports
Need For Speed: Porsche Unleashed	Electronic Arts	Racing
Nightmare Creatures 2	Konami	Action
Reel Fishing 2	Crave	Sports
Renegade Racers	Interplay	Racing
Shao Lin	THQ	Fighting

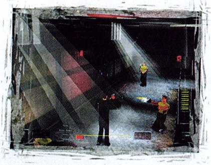
April (cont.)

Star Wars: Jedi Power Battles	LucasArts	Fighting
Ultimate Bass Challenge	Electronic Arts	Sports
Walt Disney World Racing	Eidos	Racing

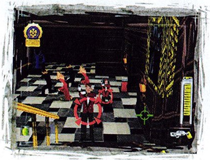
Future Releases

102 Dalmations	Eidos	Action
Alien Resurrection	Fox Interactive	Action
Armored Core: Master of Arena	Agetec	Action
Arena Football League	Midway	Sports
Austin Powers	Rockstar	Action
Blade	Activision	Action
Brunswick Circuit Pro 2	THQ	Sports
Championship Motocross 2	THQ	Racing
Chrono Cross	Square EA	RPG
Dragon Quest VII	Enix	RPG
Dragon Valor	Namco	RPG
Driver 2	GT Interactive	Action
Evil Dead: Ashes 2 Ashes	THQ	Action
Expendable	Infogrames	Action
Frogger 2	Hasbro	Action
Hellboy	DH Interactive	Action
Hot Wheels Turbo Racing 2	Electronic Arts	Racing
Jedi Power Battles	LucasArts	Fighting
KISS: Psycho Circus	Rockstar Games	Action
The Land Before Time	Stealth Learning	Action
Lunar 2: Eternal Blue	Working Designs	RPG
MediEvil 2	Sony CEA	Action
Messiah	Interplay	Action
Mike Tyson Boxing	Codemasters	Sports
MTV Sports: Skateboarding	THQ	Sports
MTV Sports: Snowboarding 2	THQ	Sports
MTV Sports: BMX	THQ	Racing
Mortal Kombat Special Forces	Midway	Action
CART Racing	Midway	Racing
Planet of the Apes	Fox Interactive	Action
Polaris SnoCrossing	Vatical	Racing
Power Rangers Lightspeed Rescue	THQ	Action
Resident Evil Gun Survivor	Capcom	Action
Rogue Trip 2	GT Interactive	Action
Rugrats in Paris	THQ	Action
Simpsons	Fox Interactive	Action
Spider-Man	Activision	Action
Tenchu 2	Activision	Action
Test Drive Rally	Infogrames	Racing
Team Buddies	Psygnosis	Action
Tricks 'N Treasures	Psygnosis	Puzzle
Ultimate Fighting Championship	Crave	Action
Unreal	GT Interactive	Action
Vagrant Story	Square EA	Action
Wild Arms 2: Second Ignition	Sony CEA	RPG
X-Men	Activision	Fighting
Yeh Yeh Tennis	Sunsoft	Sports

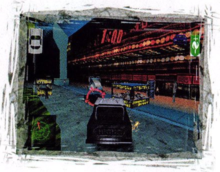
All release dates are tentative and subject to change. More information on all future releases will be given as it becomes available.



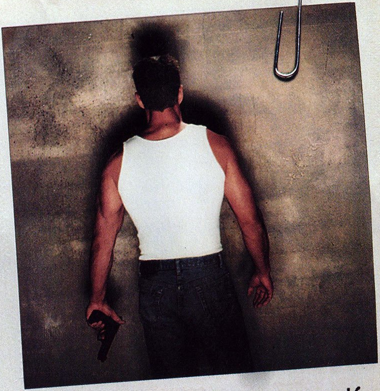
McCLANE IN 3RD PERSON ACTION MODE.



McCLANE IN SHARPSHOOTER MODE.



McCLANE IN EXTREME DRIVING MODE.



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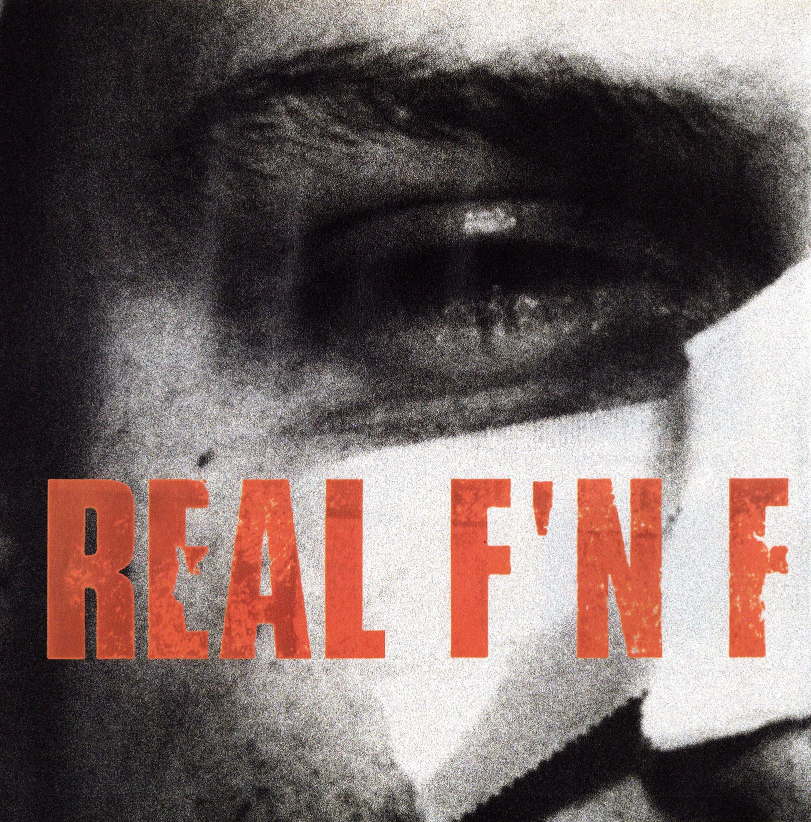

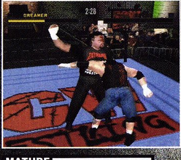

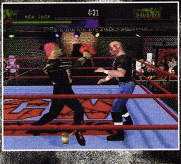

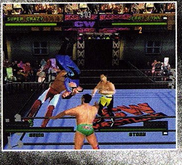

MATURE
M
CONTENT RATED BY
ESRB

Animated Violence
Strong Language

NO GAMERS UNDER 17
NO EXCEPTIONS

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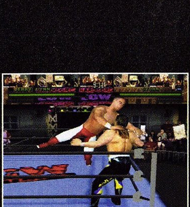

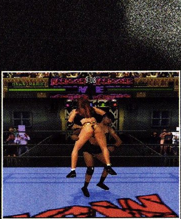

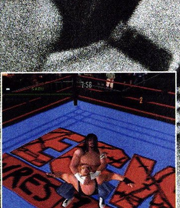

MATURE
M
CONTENT RATED BY ESRB

Animated Violence
Strong Language

NINTENDO 64

PlayStation

NO GAMERS UNDER 17
NO EXCEPTIONS

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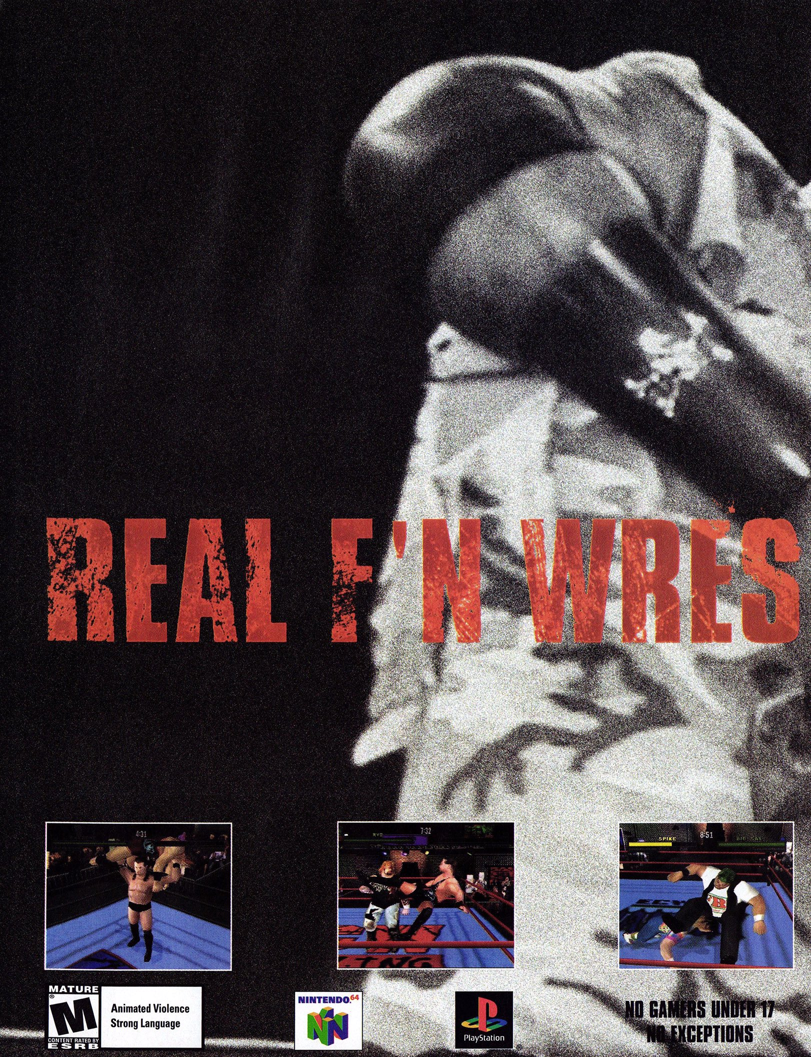
REAL F'N WRES
4:31
RVD
7:32
SPIKE
8:51
BIG SAL
MATURE
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CONTENT RATED BY ESRB
Animated Violence
Strong Language
NINTENDO64
PlayStation
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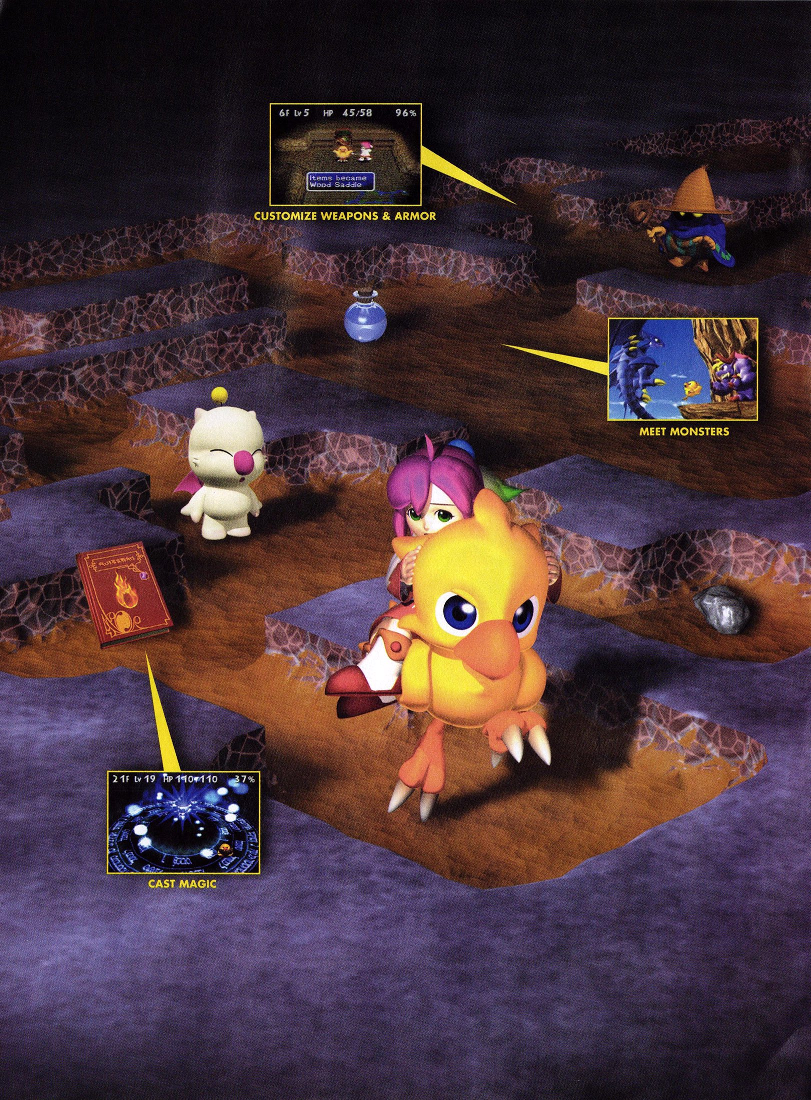

Items became
Wood Saddle

6F Lv 5 HP 45/58 96%
CUSTOMIZE WEAPONS & ARMOR
MEET MONSTERS
21F Lv 19 HP 110/110 37%
CAST MAGIC

ENCOUNTER ALLIES

GET LOST

in this amazing new adventure starring FINAL FANTASY®'S Chocobo and many other familiar characters.

Explore and battle in a variety of mysterious dungeons which randomly change each time you enter them.

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Chocobo's Dungeon 2™

EVERYONE
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EVERYONE
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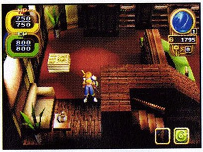
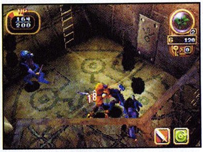
PlayStation®

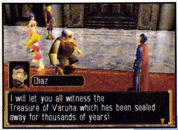
Theme: RPG
# of Players: 1
Availability: Spring 2000
Developer: Matrix/Contrail
Publisher: Activision
URL: www.activision.com

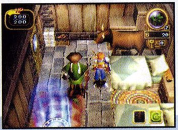


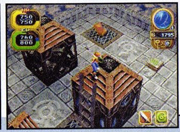


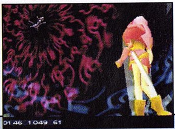
Alundra 2

It's Alundra...without Alundra?


Diaz
I will let you all witness the Treasure of Varuna which has been sealed away for thousands of years!







Alundra 2's cast of pirates provide comic relief. You see, when you have a game whose villain impales living creatures with magic wind-up keys to turn them into mechanized monsters, it's good to have a laugh every now and then.

Imagine, if you will: Crash Bandicoot 4, starring Korky the Koala. Super Mario Brothers X, featuring two chubby French electricians named Jean and Claude. A Zelda title, minus Link. It'd be a little odd, eh?

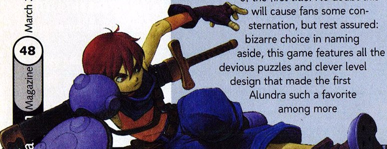
Well, incongruity didn't stop Matrix from developing a sequel to their successful action-RPG title Alundra, minus the title's eponymous hero. Alundra 2, the follow-up to the Working Designs-published hit, stars a pluckly lad named Flint, in a world rather different from that of the first title. No doubt this will cause fans some consternation, but rest assured: bizarre choice in naming aside, this game features all the devious puzzles and clever level design that made the first Alundra such a favorite among more cerebral action-RPG fans. And although Working Designs won't be lending their trademark translation style to this Alundric outing, rest assured that Activision is doing a class act with the sequel. In fact, they've gone as far as to hire the same professional voice talent that spoke for Metal Gear Solid—this definitely isn't a typical RPG rush job.

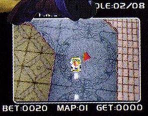
The world of Alundra 2 is definitely different this time around: Flint and his enemies are in full 3D, as are the environments he traverses. That's for the better, since it allows for trickier puzzles and better special effects, while still maintaining the tight control that defines Climax/Matrix-developed action-RPG titles.

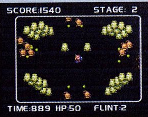
Of course, this Alundra is distinguished by the fact that a lot of time and effort has gone into making the play intriguingly diverse: Not only are there over 10 distinct minigames, but boss encounters are hugely elaborate affairs requiring more than mere sword-boppery.

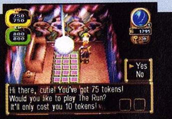
As far as story goes, you'll find Alundra 2 to be a much more good-natured affair than the melodramatic and apocalyptic tale that drove the first title. Our hero, Flint, is a young swordsman framed by a group of air pirates for a crime he didn't commit. In the rather wacky opening encounter, he causes their mechanized birdcraft to plummet from the sky, along with his poor self. Awakening on shore, he is rescued by a headstrong young princess who needs his assistance in dealing with a rogue Baron and an evil wizard who're using magical keys to create a legion of androids. Strange? Sure is, but it's also part of the charm.

Although it really isn't a spiritual successor to Alundra, Part 2 has enough of that Matrix panache to make it one of the more interesting action-RPGs on the horizon.








Yes
No
Hi there, cutie! You've got 75 tokens! Would you like to play The Run? It'll only cost you 10 tokens!

Mini Games

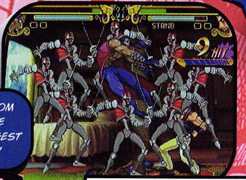
In Alundra 2's Casino area (hey, every RPG has to have one), you can play a number of slick little minigames, loosely based off of classic arcade games. As you play, you can rack up medals which can later be redeemed for goodies. Some are pretty pricey, though; you'd better start beefing up your joystick skills now if you want that 2,500 medal item! Here's a rundown of what to expect:

#1: **The Rally:** Flint takes to the asphalt in this miniature racer reminiscent of Super Sprint and RC Pro Am. Skate around twisty tracks, but don't hit the walls—seems those puppies are nine-tenths nitroglycerine!

#2: **The Shooter:** It's Robotron 2084, baby! Guide a tiny dart-firing Flint about, dodging bullets and kamikaze enemies, while capturing coins and blasting baddies. Watch those hit points, though, or you'll wind up monster food.

#3: **The Run:** Think Pac-Flint, with one monster. Grab all the coins, but don't smack into the critter you share the maze with or your coin-gobbling days come to a tragic conclusion.

TAKE IT TO THE EDGE TAKE IT TO THE EDGE
CAPCOM EDGE™



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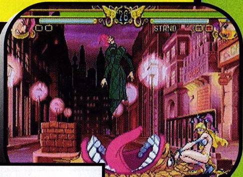
RESIDENT EVIL!
DINO CRISIS!
JOJO?



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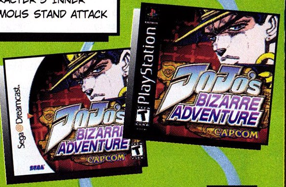
- UNLEASH YOUR CHARACTER'S INNER PERSONA IN THE FAMOUS STAND ATTACK



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TEEN
T
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Animated Violence
Suggestive Themes

Sega Dreamcast

PlayStation

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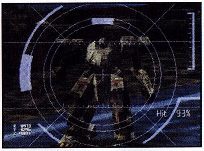
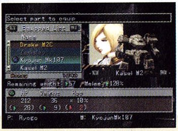


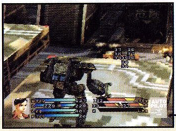
Emma :
Watch yourselves!
Here they come!

Theme: RPG
# of Players: 1
Availability: Spring 2000
Developer: Square
Publisher: Square EA
URL: www.squaresoft.com

Front Mission 3

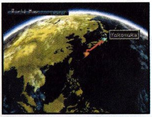
The weird and wonderful world of Wanzer warfare

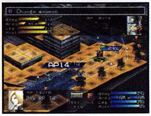




Residential Construction Zone
Ron :
Why is the military supervising a city reconstruction project?

Choose your attack wisely. Missiles can deliver massive impact damage at range, but if the enemy is close, you'll wanna issue a metal knuckle beatdown. For sheer punch-and-scatter damage, nothing beats a high-powered shotgun or flechette cannon.





Don't let all these numbers frighten you. A smart general will keep his beady little eyes on the percentage chance to hit, and the line-of-sight marker to ensure that they get the biggest hit at the right time.

Out of the blue, Square EA surprised everyone by announcing a Stateside release of the third installment from Square's extremely popular mech tactics game series, Front Mission. This can be considered a bit of an event because the first two titles sold rather well in Japan when they were released for the SNES, yet a U.S. release was utterly neglected. Now, would-be tactical geniuses in the U.S. can see what all the hype was about in our native language, thanks to a more receptive climate. For those for whom this preview will be their first encounter with this venerable series, here's a recap: Imagine the general feel of other tactical RPGs, such as Final Fantasy Tactics and Tactics Ogre, but with mechs and all the details that come with piloting a large bipedal chunk of titanium. Front Mission 3 is the latest in this series, and is one of the deepest titles Square has ever developed.

The game starts by placing you in the role of hotheaded test pilot Kazuki Takemura, who inexpertly gets himself embroiled in international affairs after his adopted sister disappears following a bizarre explosion at a military base in Japan. With his friend Ryogo and a mysterious woman named Emma, he sneaks into the establishment, only to discover a terrifying secret that threatens to set the entire world of the 22nd century at war. Key decisions by the player at this point can lead to the ensuing battle being played from the perspective of either side, with a completely different set of missions and cast of supporting characters for each. That's bang for the buck, folks; you're required to play this bad boy through twice just to see all the game has to offer and see each side's unique angle on the complex plot.

The graphics, of course, are solid, although they lack the clarity of those found in FF Tactics. Weapons effects, especially those of high-level weapons and special attacks, are exceptional, and the detailed mech designs add a solid dose of realism.

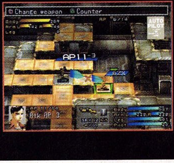
The interface, fortunately, is up to the task of making the game's inherent complexity accessible; despite the zillions of numbers and options, you'll be navigating through your pilot roster and arsenal like a pro in no time.

Front Mission 3 is an extremely detailed game, featuring a wealth of play options and customizability sure to delight micromanagement fanatics. Those who enjoy assiduously developing characters will love the game's mechs, called "Wanzers" (VAHN-zers), which allow for an incredible level of customization and weapons loadout. The battles are intricate turn-based affairs, often featuring multiple objectives, and a ranking system at the end of each fight evaluates your performance, so you'll really need to make smart tactical choices, using the terrain and obstacles to your advantage. Skilled tacticians will find themselves amply rewarded for their clever maneuvers, while strategic chumps will find themselves on the wrong side of the trash compactor.

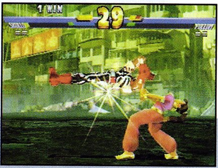
With all this depth, there's little doubt that Front Mission 3 is one of Square's strongest offerings in quite some time.

Tactics 'R' Us

If you've played Final Fantasy Tactics, you'll feel right at home with Front Mission 3's turn-based battle system. While it doesn't share the ATB timing principle, it still takes place on a 3D grid-based map, with similar height- and terrain-based considerations. The entire shebang is governed by Action Points (AP), which regulate your ability to move and perform other actions. It's not always a good idea to expend all your AP in one turn; if the enemy is close, you'll need a few points left over to deliver a counterstrike. Both you and your foes have a number of HP bars, each for a vital area of the Wanzer and its pilot. Special attacks which boost accuracy or target the pilot specifically enable you to really dish it to your foes, but watch out: The enemy can often do the same to you.



Street Fighter EX 2

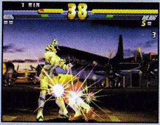


Theme: Fighting
# of Players: 1-2
Availability: March 2000
Developer: Arika
Publisher: Capcom
URL: www.capcom.com

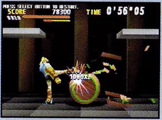
It was a long time coming, but the follow up to the first Street Fighter in 3D is finally coming to the PlayStation.

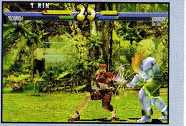
Street Fighter EX 2 was originally released in the arcades on what is essentially a PlayStation, so it seemed a speedy conversion was all but assured. The technical aspects were never a problem so it was basically a timing thing that gamers had to wait around for. Fortunately, this highly anticipated sequel seems to have been worth the wait.

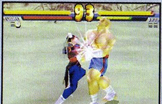
The first EX title was known for how blocky the character builds were, so Arika went and smoothed out the polygons for a nice clean look. They went the extra step and added lots more moving fabrics to them as well, making for a lot more eye candy. Four brand-new fighters join the fray along with old favorites Vega, Blanka and Sagat who are making their first appearance in the EX series. There are also new bonus rounds scattered through the normal game which can be played in their own mode. A new feature in the game engine is the EX move which is basically the same thing as custom combos from Alpha 2 and 3.



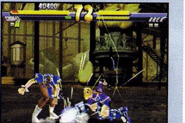
As with the original, there will be endings and other secrets to unlock as you get through the game. Unique to this version is the director's mode which allows you to edit replay data to make your own movies. How much players will toy with it is anyone's guess though.

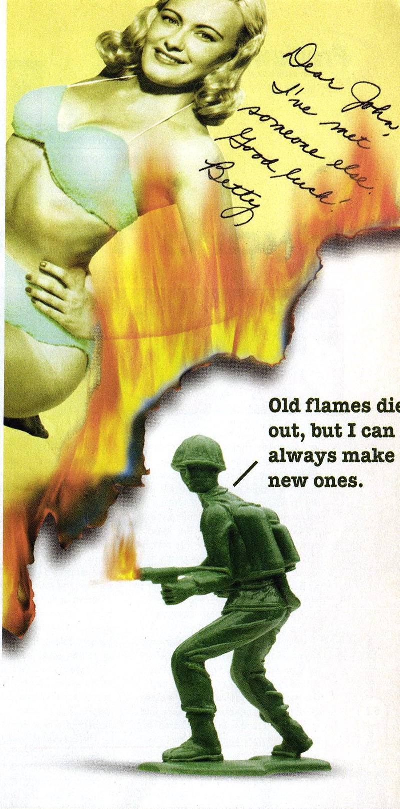






Chun-Li gives Sagat a little something to remember her by.




Dear John,
I've met someone else.
Good luck!
Betty
Old flames die out, but I can always make new ones.

ARMY MEN™
WORLD WAR
REAL COMBAT. PLASTIC MEN.™

RATING PENDING RP
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CONTENT RATED BY ESRB

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Theme: Racing
# of Players: 1-2
Availability: Spring 2000
Developer: Blue Shift
Publisher: Midway
URL: www.midway.com

0:56:38
72
14 OF 16
BOOST
BOOSTER +9 SECS!

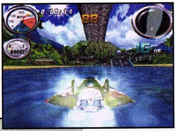
0:44:32
64
BOOST
3:45:67

Hydro Thunder

A splashy arcade racer sure to float your boat

73
10 OF 16
BOOST

0:07:62
91
15 OF 16
BOOST
BOOSTER +4 SECS!



That volcano in the distance isn't just for looks. Sooner or later, you're going to be leaping into the mouth of the Fire God himself. Just watch out for the monkeys on the way.

Last year, Hydro Thunder made waves in arcades around the country with its high-adrenaline maritime hijinks and outrageous track design. Now, at long last, it's making its way home to the PlayStation, courtesy of Midway and developer Blue Shift, promising all the intense water-bound thrills of the original. However, it's no secret that the arcade version was quite a visual monster, and begs the question as to whether the PlayStation is up to the task of doing justice to such a graphically lush title.

Well, Blue Shift has done their best to re-create the feel of the arcade version, and it shows. Although the frame rate is rather iffy as of this beta, and the game is decidedly low-res, almost all of the detailed track structures and special effects remain in the game. In fact, unlike its Dreamcast cousin, this version actually has rippling reflections and more accurate track layouts. Seems the extra time taken with this version has paid off—this is no San Francisco Rush job! The sound is also more robust and accurate than the aforementioned conversion to Sega's next-gen console, with all of the voice effects and clips from the arcade intact.

For those who haven't had a chance to play one of the better arcade offerings of 1999, let's get you up to speed: Hydro Thunder is an all-out, balls-to-the-wall boat racing title with a very arcade mentality. Aside from some impressive water physics, there's very little that's sim-like to be found in Hydro Thunder, and that's the game's strength—freed from the confines of dull realism, the level design has run amok, creating some of the most brilliant track designs seen in a racing game. From tearing off of a 500-foot dam on Utah's Lake Powell to sprinting through the submerged subway tunnels of a post-apocalyptic New York, this game's whimsical levels sport ridiculous jumps, insane secret routes and stunning scenery galore. If your nautical skills are up to par, you'll unlock more tracks and boats, each more wild and imaginative than the last. The PlayStation version sports two tracks not seen in the arcade version, one of which is a midnight romp through a sunken castle.

The PlayStation version also promises a full two-player mode of the split-screen variety, although the price paid to bring the frame rate up to snuff may be a bit steep. The Dreamcast version's two-player mode suffered from severe choppiness due to somewhat suboptimal code; let's hope the PS version doesn't share a similar fate.

With a little work, Hydro Thunder PS could be one of the snazzier arcade conversions available this spring; from what we've seen so far, things are shaping up well for fans of the over-the-top arcade racing title.

Wet and Wild

As mentioned in the preview proper, one of the best parts of Hydro Thunder is its superlative track design. A few of the highlights you'll want to watch for include:

Arctic Circle: Crazed fishermen, swarms of orcas, and a spectacular leap off an iceberg into the belly of a modern-day Titanic are the highlights of the beginner's course. Learn to master the Hydro Jump here and gain access to a secret route that slides through a series of ice tunnels to give you a major leap on the competition.

Greek Isles: This intermediate course starts out tame enough, in a small Greek villa, but later has you ripping through ruins and screaming down shattered aqueducts, only to finish with a leap over a cruising yacht. Those with a quick eye will spot the hidden route in the underground ruins, which can lead to an instant gain in position.

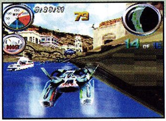
Lake Powell: Arguably the best course in the game, Lake Powell finds the Hydro Thunder racers pursued by nautical cops out to stop the fun. A ramp off of Hoover Dam will lead to one of the most gut-wrenchingly spectacular drops in a game—just don't hit the helicopters on your way down!

Ships' Graveyard: A massive storm rides over the ocean currents as you navigate through treacherous waves and an entire Sargasso Sea's worth of sunken vessels. Highlights include a ride through a ruined aircraft carrier and the biggest waves this side of a Seattle Seahawks' halftime.

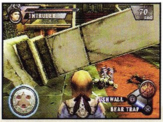
Ancient Temple: An eye-bursting special effects extravaganza that features a huge dimensional rift into an alternate Egyptian universe where massive gods lord over the competition and a magical tempest holds court upon the waves. Don't let the laser light show distract you from the collapsing ruins!

Become the terror of penguins everywhere.

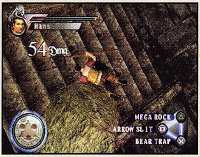
1:23:48
93
BOOST
4 OF 16
1:25:02
1:20:25



Deception III: Dark Delusion


INTRUDER
70
PUSHWALL
BEAR TRAP

Theme: Strategy
# of Players: 1
Availability: March 2000
Developer: Tecmo
Publisher: Tecmo
URL: www.tecmoinc.com

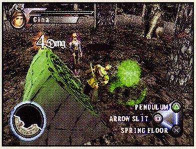

Hans
54 Dmg
MEGA ROCK
ARROW SLIT
BEAR TRAP

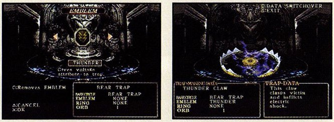
Think of the most gruesome way to kill someone. Need some help? OK, how about crushing said person's spine with an enormous boulder, or splicing his body with a sharp swinging pendulum, or even running that poor sap into a wall of spikes. Not bloody enough? Well, how about combining all three methods for a truly torturous mess.

If that sounds like good wholesome fun, then Deception III: Dark Delusions may be just the game for you. And if it doesn't—well, Tecmo ain't too concerned. "This isn't a game for everyone," says John Inada, Tecmo's marketing manager. "It's not for the fainthearted; it's for the hardcore."

He's not kidding. After all, the gameplay in Deception III focuses on finding the most creatively depraved ways of setting up series of traps to brutally slaughter your opponents. Like the past two games in the Deception series, you have to protect yourself from various would-be kidnappers, ransom-seekers and other riffraff by carefully placing these traps and then luring your attackers to their destruction. The challenge lies in linking together multiple traps for powerful combo attacks (which also net you more points), or using hazards within a room, like falling chandeliers and flaming furnaces. As you progress through the game, you can use your points to build better traps.

With 300 different death devices and thousands of combo setups, Deception III looks like it may add another layer of disturbing depth to this dark series.

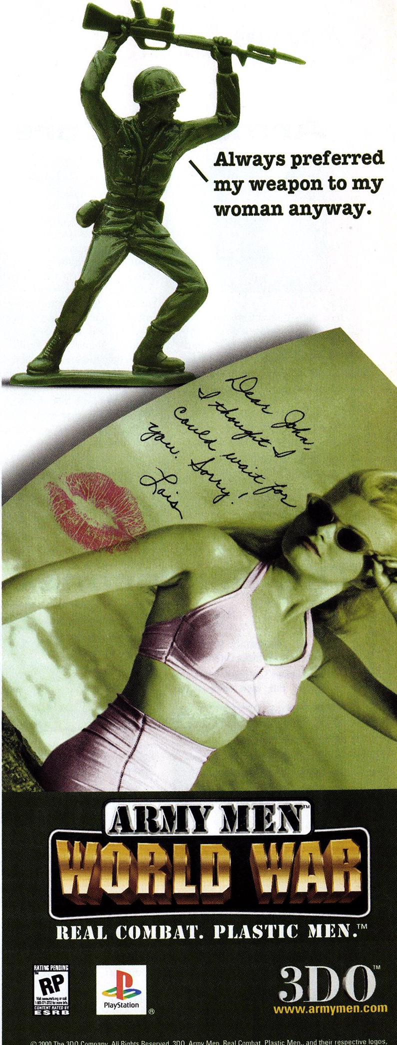

Gina
4 Dmg
PENDULUM
ARROW SLIT
SPRING FLOOR


EMBLEM
THUNDER
○:Removes EMBLEM
△:CANCEL
X:OK
BEAR TRAP
BASECIRCLE BEAR TRAP
EMBLEM NONE
RING NONE
ORB 1
□:DATA SWITCHOVER
△:EXIT
TRAP-MAKING DATA
THUNDER CLAW
BASECIRCLE BEAR TRAP
EMBLEM THUNDER
RING NONE
ORB 1
TRAP-DATA

Gives voltage attribute to trap.

This claw clasps victim and inflicts electric shock.

How to build a better bear trap: (1) take your standard bear trap, (2) add a Thunder Emblem, (3) then viola—you've got a Thunder Claw.


Always preferred my weapon to my woman anyway.
Dear John,
I thought I could wait for you. Sorry!
Lois
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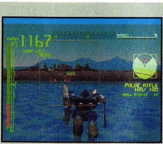
Armored Core: Master of Arena

Theme: Action
# of Players: 1-2
Availability: Q1 2000
Developer: From Software
Publisher: Agetec
URL: www.agetec.com

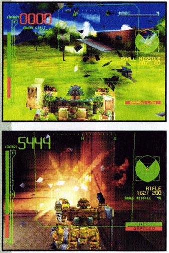


Armored Core, From Software's slick mech battle title, has become a bit of a cult classic. This success has led AC publisher Agetec to publish the "expansion" titles here in the US: the earlier Project Phantasma, and now the robust Master of Arena.

As the title would suggest, Master of Arena is largely about battling foes in the arena to prove your superiority. Be warned, though—your opponents are no slouches and the fights can get to be quite gruelling. If you win, you can net yourself some serious credits, and maybe even a specialized part or two. As with Project Phantasma, you can import your mech from the previous titles in the series, and equip it with selections from over 170 new parts to create the ubermech of your dreams. Nineteen new missions and 150+ plus arena combatants make this more than a mere expansion disk, although the graphics and sound are little changed. Most of the missions are longer and more arduous than those found in the first title, and sport better level design.

If Master of Arena features any significant improvement over previous AC titles, it lies in the game's multiplayer mode. Since the title is centered more or less around arena combat, the designers have provided you with the ability to customize your opponents, building their arsenal and setting their AI level. While these custom battles don't help your progress in the one-player game, they do allow for a more flexible level of replayability. As a bonus, the game's second disc can be used for link play, so your pals won't have to cough up the dough for their own copies if you want to do a little linked-up head-to-head combat.

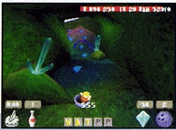
At this time, Master of Arena is just more of the same, with the difficulty pumped up into the stratosphere. If you're a fan of the first two titles and want to put your skills as a Raven to the ultimate test, Master of Arena looks to provide perfect fodder for your mech fetish.

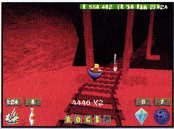


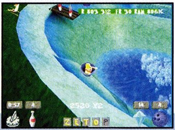
Although the visuals haven't changed much since the first AC, they're still pretty darn good.

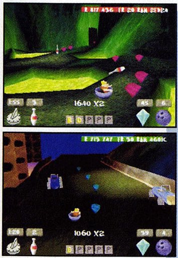
The Flintstones Bedrock Bowling

Theme: Sports
# of Players: 1-8
Availability: March 2000
Developer: Adrenalin Entertainment
Publisher: Southpeak Interactive
URL: www.southpeak.com







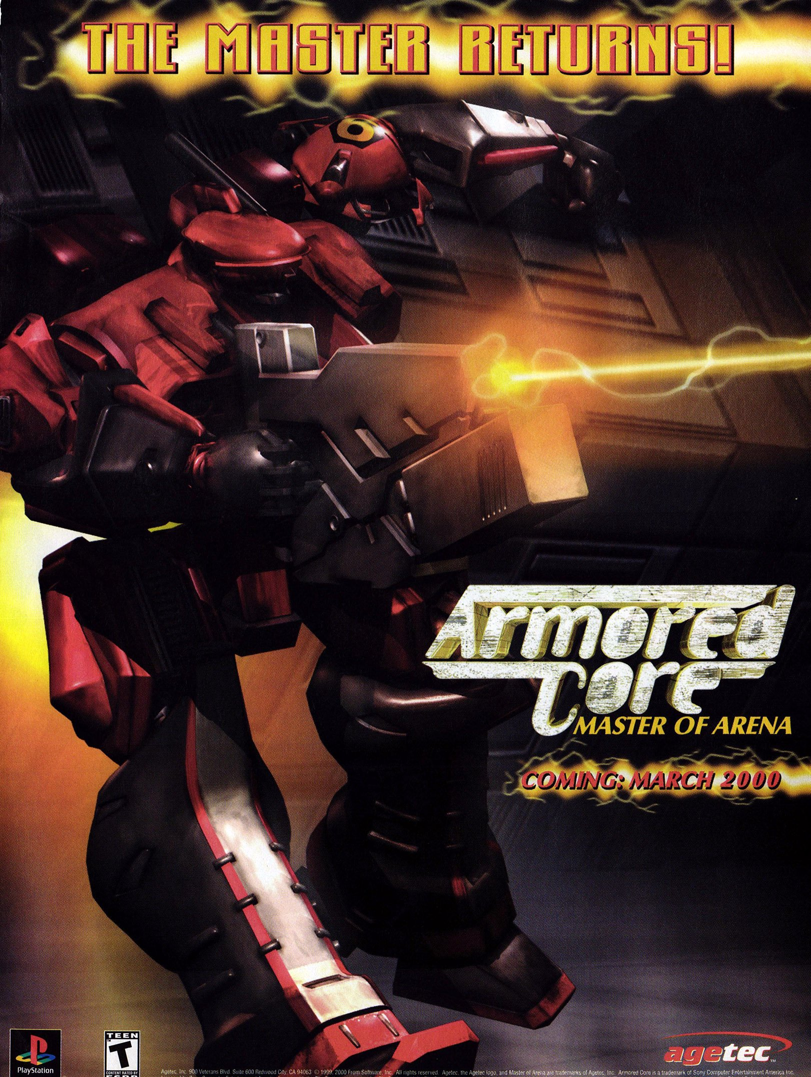


Hey, Mr. I'm-So-Civilized, why don't YOU try sliding down the interstate in a half-sphere? Come to think of it, why don't YOU build a record player using a turkey and some rocks, too?

Although anyone who has watched the classic Hanna-Barbera cartoon has seen Fred and Barney bowl on more traditional lanes, we now know that their unfettered caveman machismo led them to participate in "bedrock bowling," the original X-sport, unbeknownst to their caveman wives. Back then, men were men, and weren't afraid to luge through the most dangerous of prehistoric environs in a hollowed out half-bowling ball, collecting mysterious crystals and thwacking pins placed in their way. All of this, in the name of a caveman adrenalin rush so powerful that it would choke today's knock-kneed suit-clad nancy boys to feel it.

Or so the premise of Adrenalin Entertainment's forthcoming "Bedrock Bowling" title appears to be, since it doesn't share much in common with the more traditional sport of today. In many ways, this game could be described as the spiritual successor to the "slide" portions of Mario 64, only more fleshed out and detailed. Taking their cue from the Flintstones license, Adrenalin has crafted a large number of unique tracks for would-be cavemen to bowl themselves down, each featuring a particular theme and hazards. Along the way, you'll be challenged to knock down the requisite ten pins (scattered about the course), collect a specified number of crystals, and clear the track of giant, squawking birds. Not that it'll be easy, mind you; you have to avoid drop-offs, hungry dinosaurs, lava, barrels of dynamite, and various other track-specific dangers. Hey, nobody said bowling was a safe sport.

Sometimes, a little weirdness can add a lot of character to a game—just look at the success of Sony's PaRappa the Rapper. If Adrenalin and Southpeak can pull through with Bedrock Bowling by adding play depth and technique, they may just have a niche classic on their hands.


THE MASTER RETURNS!
Armored Core
MASTER OF ARENA
COMING: MARCH 2000
PlayStation
TEEN
T
CONTENT RATED BY
ESRB
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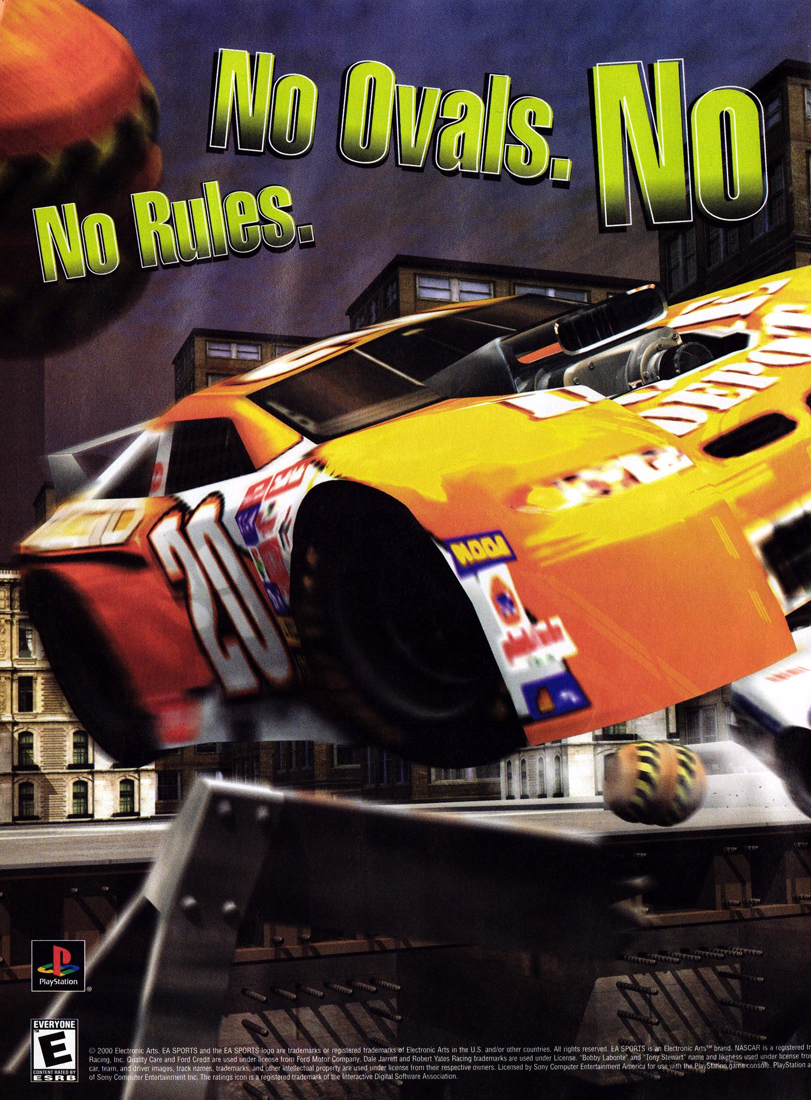

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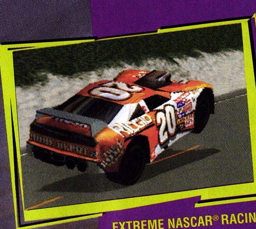

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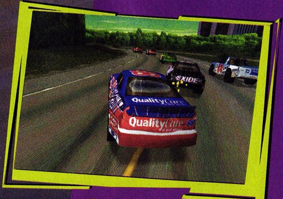

ON THE HIGHWAY —
Head 'em off at the pass with shortcuts, get big air off jumps, and earn extra tracks until you rule over 20 open road courses.

MAKE 'EM PAY —
Blast your opponents with power ups —send them flying with a twister or roar away with nitro jets.

NASCAR®
RUMBLE

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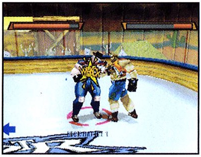
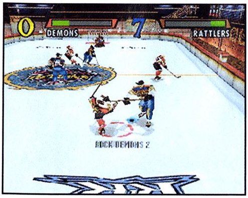
Rock the Rink



In the spirit of the Genesis' Mutant League games, EA's Rock the Rink features fast-paced, three-on-three hockey with absolutely no penalty box. Use one of nine new teams on a variety of rinks to slam and bash the street-tough NHL clubs. Look for it this spring.

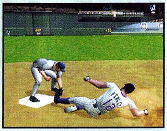


0
BRIGADE
10
GANGSTER

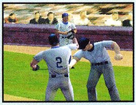
0
BRIGADE
6
GANGSTER

Theme Sports	**Publisher** Electronic Arts
# of Players 1-8	**Developer** Electronic Arts
URL: www.ea.com	

Triple Play 2001

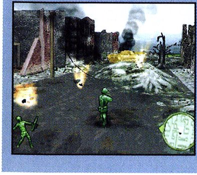


Just in time for the 2000 season comes this latest installment to EA Sports' Triple Play franchise. Perhaps the most noticeable addition is the inclusion of all-time greats like Babe Ruth, Willie Mays and Ted Williams. Player models have also been tweaked, with more accurate graphic representations of many superstars. All players feature their signature batting and pitching styles, and don't be surprised if the computer offers a midseason trade. There are even several new animations, including an umpire argument!



Theme Sports	**Publisher** Electronic Arts
# of Players 1-2	**Developer** Treyarch
URL: www.easports.com	

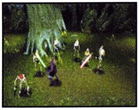
Army Men World War



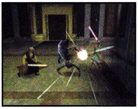
It seemed only a matter of time before 3DO's plastic battlers took their skirmish global. Army Men World War focuses more on tactical action as you lead the Green Army through 25 missions on six different terrains. New methods of Tan annihilation include air strikes, paratroopers, and a good ol' stab from the bayonet.

Theme Action	**Publisher** 3DO
# of Players 1-2	**Developer** 3DO
URL: www.3do.com	

Jedi Power Battles

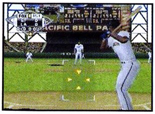


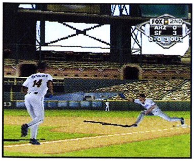
LucasArts tries to redeem their mediocre first attempt at a game based on *Episode I* with Jedi Power Battles. As one of five Jedi Knights (Obi-Wan Kenobi, Qui-Gon Jinn, Mace Windu, Plo Koon or Adi Gallia), you and a friend can fight your way through 10 levels of Trade Federation minions and Sith forces, including Darth Maul. Each Jedi has different abilities and can use their lightsaber, items or the Force against foes. The game is slotted for a spring release. (We'll believe it when we see it.)



Theme Action	**Publisher** LucasArts
# of Players 1-2	**Developer** LucasArts
URL: www.lucasarts.com	

Major League Baseball 2001





The first Fox entry into the plethora of Play-Station baseball games aims to emulate an actual "MLB on Fox" telecast itself. Announcers Tim McCarver and Joe Buck call the play-by-play, with help from Fox Sports' "Sounds of the Game" and the Fox Scope. The 3D engine boasts realistic player control, and you can also expect most of the features of a modern baseball video game (create and trade players, lineup alteration, substitutions, etc.). Guide your favorite team to the World Series!

Theme Sports	**Publisher** Fox Sports
# of Players 1-2	**Developer** Fox Sports
URL: www.foxsportsinteractive.com	

"...easily the most realistic and challenging skater yet"

Official U.S. PlayStation Magazine
-August 1999

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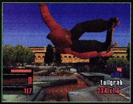

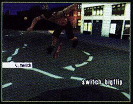

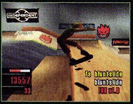

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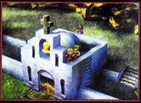
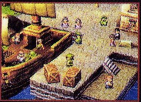
Dragon Quest VII

Enix, Winter

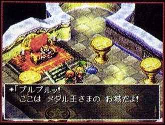
This epic RPG is looking and sounding better and better each time we see it, and there's a great chance we will see it in the U.S. eventually, so we thought we'd take one more look at DQVII

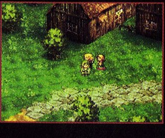


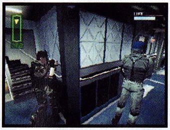


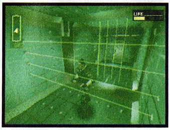
before its release (that is, unless it gets delayed for the 300th time).

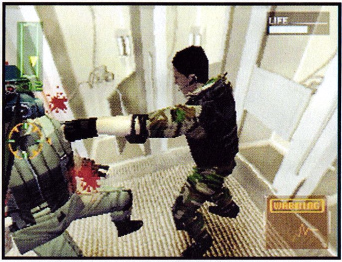
The most interesting gameplay feature revealed recently is the ability for you to change the "job," or class, of your characters during the game. In addition to more standard jobs like priest, warrior, shepherd or dancer, you can give your party "monster jobs," lending them the abilities of the wild creatures you defeat in your travels. Although previous Dragon Quests have included variations of this system, part VII promises more than double the amount of different classes to choose from than ever before. There's still no set release for this game, but Enix is promising it sometime this winter—keep your fingers crossed!









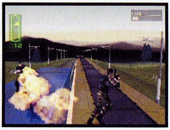


Chase the Express

Sony CEI

Jumping Flash! developers Sugar & Rockets are taking on an entirely different genre in their latest release, the action/adventure title Chase the Express.

Here's the setup: A group of terrorists calling themselves Knights of the Apocalypse have attacked the express train Blue Harvest midway through its non-stop journey from St. Petersburg to Paris. The train is not only carrying the French ambassador and his family (all of whom the terrorists have taken hostage), but also many priceless art objects the Soviets recaptured from the Germans during World War II. Now the bad guys are demanding $2 billion from the French government and claim they'll set off a nuclear warhead if they don't get it. Your job, as U.S. Air Force Lieutenant Jack Morton, is to get on the train, rescue the ambassador and his family, disarm the warhead, and stop the terrorists. All in a day's work, right?



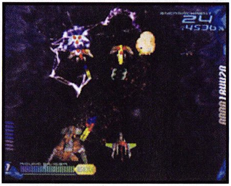
Graphics and gameplay appear similar to other popular espionage games like Syphon Filter and Metal Gear Solid—you search the train for clues, keys, weapons and other items while keeping the enemies at bay. You can fight with both your bare hands and various weapons, including John Woo-style dual pistols. Also promised are various mini-games (disarming a bomb, shooting down terrorist gunships) and over 50 minutes of FMV cutscenes. No word yet on a U.S. release, but this one seems too big for someone not to bring over.

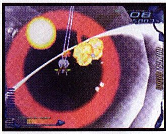
Theme Adventure **# of Players** 1
Availability Now **Developer** Sugar & Rockets

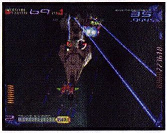
RayCrisis

Taito

The third edition to the popular Taito series of "Ray" shooters (the other two came home as Ray Storm and the Saturn-only Galactic Attack), Ray Crisis is the latest in the ever-dwindling ranks of pure arcade shooting action for the PlayStation. In addition to the lock-on system carried over from the previous installments, Crisis adds the interestingly titled "Penetration Ratio"—a percentage that increases with each enemy you don't destroy. If the ratio reaches 100% you have to fight a boss immediately, even if it's right in the middle of a level. With three fighters to choose from (the third was hidden in the arcade), branching level paths, and pedigree of the two awesome prequels before it, RayCrisis could be one of the last great PlayStation shooters.







Theme Shooter **# of Players** 1-2
Availability Spring **Developer** Taito

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Ghost in the Shell, Final Fantasy VII Strategy

Demo Disc includes: playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force non-playables: Tomb Raider II, NFL GameDay 98

Issue 2–$10

☐ **November 1997**

PaRappa the Rapper
Bushido Blade Strategy

Demo Disc includes: playables: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars non-playables: NHL FaceOff 98, Ghost in the Shell

Issue 3– $10

☐ **December 1997**

Cool Boarders Strategy

Demo Disc includes: playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Kåsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4 non-playable: One

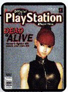
Issue 4–$10

☐ **January 1998**

Resident Evil 2 Feature
Tomb Raider II Strategy

Demo Disc includes: playables: NFL GameDay 98, CART World Series, Frogger non-playables: Spawn, Final Fantasy Tactics, Pandemonium 2, Gex 2

Issue 5–$10



☐ **February 1998**

Dead or Alive Feature
1997 *OPM* Editors' Awards

Demo Disc includes: playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer non-playables: Pitfall 3D, Resident Evil 2, Vigilante 8, Monster Rancher

Issue 6–$7.99

☐ **March 1998**

Demo Disc Only!

playables: Bloody Roar, Monster Rancher, Shipwreckers non-playables: Alundra, NBA Shoot Out 98, Saga Frontier, Mega Man Neo

Issue 7–$10

☐ **April 1998**

10 Overlooked PS Picks
Resident Evil 2 Strategy

Demo Disc includes: playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE non-playables: Blasto, The Granstream Saga

Issue 8–$10

☐ **May 1998**

10 Greatest PS Fighters
Tekken 3 Strategy

Demo Disc includes: playables: Einhänder, Gex: Enter the Gecko, Klonoa non-playables: Dead or Alive, Gran Turismo

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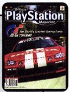


☐ **June 1998**

Metal Gear Solid Preview
Gran Turismo Review

Demo Disc includes: playables: Cardinal SYN, Vigilante 8, Forsaken, N2O, TOCA, Dead or Alive non-playables: Tomba, Jersey Devil

Issue 10–$7.99

☐ **July 1998**

Demo Disc Only!

playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA Shoot Out, Blasto, Speed Racer non-playables: NFL Xtreme, MLB 99, Tekken 3

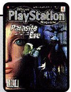
Issue 11–$15

☐ **August 1998**

Metal Gear Solid
Vigilante 8 Strategy

Demo Disc includes: playables: Tekken 3, Turbo Prop Racing non-playables: Duke Nukem: Time to Kill, Lunar: Silver Star Story, Ninja: Shadow of Darkness, Metal Gear Solid

Issue 12–$10



☐ **September 1998**

PlayStation's Birthday
Elemental Gearbolt Strategy

Demo Disc includes: playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S. non-playables: Metal Gear Solid, Rival Schools, Test Drive 5

Volume 2
Issue 1–$10

☐ **October 1998**

Spyro the Dragon Strategy

Demo Disc includes: playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3 non-playables: Parasite Eve, Rival Schools, NFL GameDay 99

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Issue 2–$7.99

☐ **November 1998**

Demo Disc Only!

playables: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance non-playables: Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

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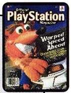

☐ **December 1998**

Metal Gear Solid
Crash Bandicoot Strategy
Demo Disc includes: playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Invasion From Beyond, Kagero: Deception II, Metal Gear Solid, Gran Turismo, non-playables: Silent Hill, Knockout Kings, Big Air

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☐ **January 1999**

Gex Deep Cover Gecko
Tomb Raider III Strategy

Demo Disc includes: playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu non-playables: Rugrats, Test Drive: Off-Road 2

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☐ **March 1999**

PlayStation Dictionary
Syphon Filter Strategy

Demo Disc includes: playables: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er non-playables: NCAA Final Four '99, Guardian's Crusade

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The Year of the RPG
Silent Hill Strategy

Demo Disc includes: playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar non-playables: Legend of Legaia

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☐ **May 1999**

Star Wars: Episode I–The Phantom Menace Feature
Legend of Legaia Strategy

Demo Disc includes: playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender non-playables: 3Xtreme, Centipede, Driver, G Police 2, Gauntlet Legends

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☐ **June 1999**

Resident Evil 3 Nemesis
Gex 3: Deep Cover Gecko Strategy

Demo Disc includes: playables: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure non-playables: Star Ocean: The Second Story, Bloody Roar 2, MLB 2000, Jade Cocoon, Tony Hawk's Pro Skater

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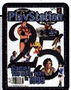

☐ **July 1999**

25 Games You Must Play
Street Fighter Alpha 3 Strategy
Demo Disc includes: playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Interplay Sports Baseball 2000, Croc 2, Soul of the Samurai, Bloody Roar 2 non-playables: Jet Moto 3, Xena: Warrior Princess, Macross VFX 2, Street Fighter Alpha 3

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☐ **August 1999**

Tarzan Lord of the Console
Ape Escape Strategy

Demo Disc includes: playables: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball non-playables: Shao Lin, NFL GameDay 2000, NFL Xtreme 2

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☐ **September 1999**

EA sports vs. 989 studios
Jade Cocoon Strategy

Demo Disc includes: playables: UmJammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Gran Prix Racing non-playables: NFL GameDay 2000, NCAA Gamebreaker 2000, Vigilante 8: Second Offense, Thrasher, Toy Story 2

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Final Fantasy VIII Strategy
Demo Disc includes: playables: Metal Gear Solid: VR Missions, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Championship Motocross, Toy Story 2, Bugs Bunny, Pac-Man World non-playables: Rugrats, Countdown Vampires, Wu-Tang, Fighting Force 2, NHL FaceOff 2000, Medal of Honor, NBA Shootout 2000, Hot Wheels Turbo Racing

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Tomb Raider 4
Crash Team Racing Strategy
Demo Disc includes: playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3 non-playables: Fear Effect, SuperCross Circuit, Demolition Racer, Kingsley's Quest, G-Police: Weapons of Justice

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☐ **December 1999**

PlayStation 2
Dino Crisis Strategy
Demo Disc includes: playables: Gran Turismo 2, Thrasher: Skate and Destroy, Test Drive Off-Road 3, Madden NFL 2000, NFL GameDay 2000, NCAA GameBreaker 2000, Cool Boarders 4, Demolition Racer non-playables: MTV Sports: Snowboarding, Twisted Metal 4, NCAA Final Four 2000

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Issue 4–$10

☐ **January 2000**

End of the World Buyers Guide
Resident Evil 3 Strategy
Demo Disc includes: playables: Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem non-playables: Tomb Raider: The Last Revelation, International Track & Field 2000

Volume 3
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☐ **February 2000**

Wrestling Roundup
Medal of Honor Strategy
Demo Disc includes: playables: Tomba! 2: The Evil Swine Return, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding, Ballistic, International Track & Field 2000 non-playables: Medal of Honor, Hot Shots Golf 2

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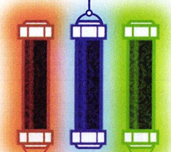

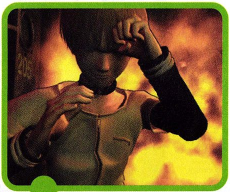

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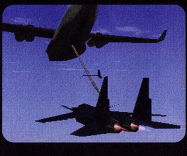

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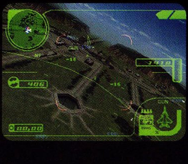
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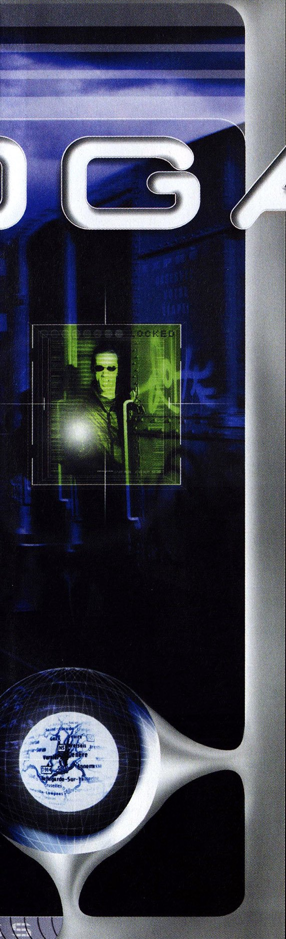
FIRE RATE II DAMAGE IIII CLIP SIZE N/A MAX ROUNDS 30
FIRE RATE III DAMAGE II CLIP SIZE 30 MAX ROUNDS 60
FIRE RATE III DAMAGE II CLIP SIZE 20 MAX ROUNDS 120
FIRE RATE II DAMAGE II CLIP SIZE 10 MAX ROUNDS 30
FIRE RATE II DAMAGE II CLIP SIZE 10 MAX ROUNDS 30
FIRE RATE II DAMAGE IIII CLIP SIZE N/A MAX ROUNDS 30



OGAN'S RUN

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BY MARK MACDONALD
ILLUSTRATION BY 2FACE

For a game with little pre-release hype, no recognizable characters and one of the strangest names since Irritating Stick, the runaway success of 989 Studio's action/espionage title Syphon Filter surprised a lot of people—not the least of which was producer Darren Yager. "Oh yeah, definitely we were surprised. It was a new title, no one had ever heard of it before. The name's kinda 'out there'—'Syphon Filter, what the hell is that?' Maybe it was a good thing though, because people started asking questions about it. Then we started seeing some of the reviews and we were like, 'Oh my god, we've got a hit on our hands.' All the work that we put into it finally paid off." Now, exactly one year and over a million copies sold later, Darren and 989 are hoping for another big pay off with Syphon Filter 2, due this March.

LAST TIME, ON SYPHON FILTER....

Since Syphon 2 begins immediately after the ending of the first game, a quick recap of the original is probably in order. The story centered around Gabe Logan, special operative for a mysterious organization called "The Agency," which seems to exist both inside and outside the U.S. government at the same time. His mission was to stop a terrorist group, lead by a man named Erich Rhoemer, from developing and deploying Syphon Filter, a deadly virus which could be genetically programmed to target only certain demographics or ethnic groups. Gabe eventually tracked Rhoemer to his base in Kazakhstan where he was preparing to launch a missile containing the virus and cause an international incident. Despite being betrayed by the Agency, Gabe succeeded in causing the missile to self-destruct in the outer atmosphere and killed Rhoemer.

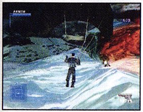
YOUR NEW MISSION:

Just hours after exploding the missile, Gabe and his partner Lian Xing are preparing to leave Kazakhstan and travel back to the U.S. with important data on the Syphon Filter virus which could lead to a vaccine. But before they can leave, Agency operatives appear on the scene and take Lian hostage; she has contracted the virus and they need her blood to develop a new strain of Syphon Filter. Gabe escapes with the data and is headed to a safe location in Arizona when his transport plane is shot down over the Colorado Rockies. That's where Syphon 2 begins—Gabe parachuting into

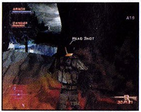
Gabe Logan Levels

ROCKY MOUNTAINS

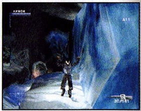
Two hours from his scheduled rendezvous in Arizona, the C-130 transport plane carrying Gabe and his rag-tag collection of loyal soldiers is shot down over Colorado by Air-Force jets under orders from the Agency. Gabe and his men parachute down safely, but the discs containing the Syphon Filter virus data go down with the plane.



You can actually control yourself in flight for a few moments as you parachute down.



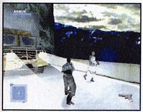
You aren't the only one taking head shots anymore—these enemy snipers can take you out with one well-aimed bullet.



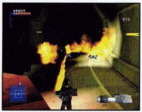
Gabe shows off his new jumping ability, leaping over this waterfall chasm.

I-70 MOUNTAIN BRIDGE

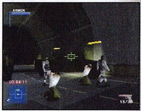
The Agency has wired this bridge with explosives; they plan to blow it to trap Gabe and his men on the mountain, then bomb them with Sarin nerve gas. You've got two minutes to kill the Agency commander before he can give the order to blow the charges (without being spotted, of course), then disarm all the explosives planted under the bridge.



Time for a little stealth action—use your knife and sneak up behind guards to silently slit their throats.



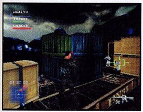
Who needs a light? The new flamethrower burns right through a line of enemy soldiers.



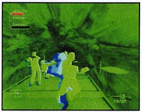
Later you come across two of your men taken hostage. Eliminate the guards real quiet-like.

COLORADO TRAIN RIDE

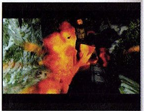
Gabe barely escapes another Agency ambush by leaping on to this passing train. Although it will take him closer to the crash site and lost data discs, the Agency has deployed a veteran RET (Retrieval and Elimination Team) to stop him. Want to see this level in action? Check it out yourself on the playable version on this month's demo CD!



Use the stacked crates for cover, but watch out for guards hiding among them.



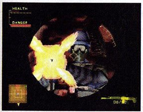
When the train goes into an extended tunnel, slip on the nightvision goggles and watch for enemies from all sides.



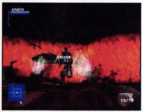
An idiotic guard tosses a grenade at a fuel tanker car, with predictable results.

C-130 WRECK SITE

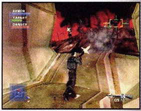
You finally make it to the burning wreckage of your transport plane, only to find Agency thug Archer and his men already there. These are no ordinary soldiers—they are armed with grenade launchers, sniper rifles, plan ambushes and take head shots. It's up to you to get to the discs before they do.



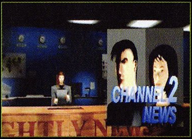
These aren't your average Agency soldiers; bust out the sniper rifle and take 'em down with some headshots.



Archer is escaping with the discs! You can't let him get away—stop him somehow.



Use the scattered plane debris as shielding from snipers and enemy fire.



Gabe and Lian are not only being hunted by the Agency, but are also wanted as suspected terrorists by the FBI.

the snow-capped mountains, his first priority to find the wreckage of his downed transport plane and locate the data disc he left onboard. It won't be easy—both the Agency and the FBI are hunting him.

That's the super-simplified version of the story—we won't even get into the bevy of new and returning characters and smaller story points here. This intricate and twisting story line (inspired by a mix of Tom Clancy and other spy novels, Jon Woo action movies, and terrorist thrillers like *Die Hard*) was a big part of what so many people loved about the first Syphon Filter, and luckily for fans the sequel's plot continues the tradition of double crosses, political intrigue and big surprises. It does so using cutscenes like the first game, but in Syphon 2 the story is more often advanced in real-time in the levels themselves. For example, you might be trying to sneak around two guards when you overhear them talking about their ambush for you farther up the road. Or as you try to sneak out of a hospital you come up on two Agency men interrogating a prisoner and learn vital information about their plans. These types of in-game plot points can hold keys to finishing levels, add objectives to your

> “THE ENEMIES ARE SMARTER NOW. THEY CAN TRAP YOU, SET UP AMBUSHES—REALLY SCREW YOU OVER.

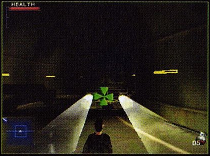
Everyone who played the first game knows that one of, if not the, coolest part about Syphon Filter are all the different levels and mission objectives you are sent on: Rescuing prisoners, sneaking into or

missions, or even affect the overall course of the game. In fact there's so much voice work, cutscenes, and FMV throughout the game that Syphon 2's 20 levels fills up two CDs.

NEW FOR SYPHON 2

So what else is new and improved for Syphon 2? Besides a slightly tweaked graphic engine and the all-new two-player mode (see page 71), one big addition would have to be a second playable character—Lian Xing. For the first series of missions in the game you trade off playing her and Gabe, where the action for both is actually taking place at the same time, until they eventually meet back up.

Of course you'd expect new weapons, and Syphon 2 doesn't disappoint, with 10 new ways to take out the terrorists like a crossbow, flamethrower, and combat knife (which you can use to sneak up behind men and quietly slit their throats, John J. Rambo-style). Aiming grenades was somewhat of a sore spot in the first game—you never knew quite where they would land. But in Syphon 2 you are given a target crosshair you can adjust to put a pineapple exactly where you want it. You can also now walk in addition to slowly sneaking and running, and even jump, although not just anywhere—Gabe or Lian will automatically leap across certain distances when they get to the edge. And everyone who was frustrated by the lack of save points in the huge levels in the first game will be happy to hear you can now save to the memory card at every checkpoint throughout the missions.



New for Syphon 2, this handy crosshair takes all of the nasty guesswork out of where that grenade will land.

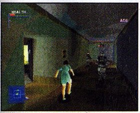
But perhaps the most significant and exciting upgrade 989 is touting for the sequel is the improved artificial intelligence. One complaint people had with Syphon Filter was that many times the bad guys would just stand there as you lined up shots and took them down one by one. It won't be so easy in Syphon 2. As Darren explains, "(the enemies) are a little smarter

out of places, tracking suspects, and more. Here's a sampling of levels from both playable characters in Syphon Filter 2 and a glimpse at the different gameplay aspects you experience in the game.

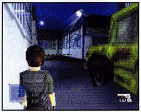
Lian Xing Levels

MCKENZIE AIRBASE

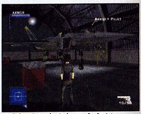
You have been placed in a hospital facility on this military base in Colorado for testing. You must first locate your gear, then find a way out of the holding facility and off the base. It won't be easy—security is tight and you start off equipped with nothing but one of those flimsy hospital smocks. Also, airbase personnel think you're a terrorist and will fire on sight.



Keep your ears open while you sneak around the hospital—you might overhear some important info.



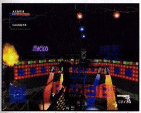
Once you find your stuff it's time to get off the base. Keep out of the spotlights to avoid setting off the alarm.



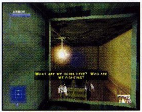
This plane is being refueled to go back after Gabe—sabotage it, then find your own transportation off the base.

CLUB 32

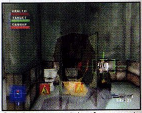
This trendy Moscow nightspot is the setting for a meeting between Lian Xing and Russian military official Uri Gregorov, who has important information about the missing Syphon Filter data. But before they can meet, someone tries to kill Gregorov; his own bodyguards have turned against him. Chase after Gregorov but watch your back!



Don't let the disco lights and thumping club music distract you—Gregorov's bodyguards are after him and you.



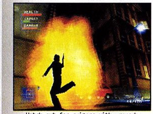
Sneak through the ventilation ducts Solid Snake-style and eavesdrop on your enemies.



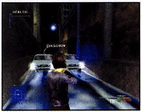
Don't let your guard down for a second, not even in the ladies bathroom.

MOSCOW

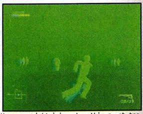
You're not the only one trying to find Gregorov. The Agency has sent their best assassin, Mara Aramov after him. His own bodyguards are still trying to kill him, and now the local Russian authorities are even in on the action. Make your way through the streets and rooftops of Moscow and take Gregorov alive—he's no good to you dead.



Watch out for snipers with grenade launchers along the rooftops.



It's a trap! Two cars suddenly come speeding down the alley at you—act fast!

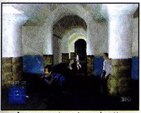


Use your nightvision when things get too dark and foggy to find your enemies.

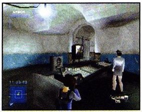
CLASSIFIED The man you are chasing is actually not Gregorov but an impostor. Gregorov is the informant you must rescue in the Aljir prison mission.

ALJIR PRISON, SIBERIA

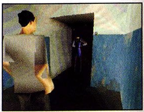
An informant critical to stopping the Syphon Filter virus has been taken prisoner in this secret Russian women's prison, and is scheduled for execution at midnight. Your job is to sneak into the prison, shut off the power and escort him out safely.



On your way toward rescuing the prisoner, you can stop and help some of the inmates out if you desire.



You'll have to sneak your way past guards and security cameras to make it into the inner part of the prison.



Finding the prisoner is only half the mission—you still have to bust him out and keep him from getting shot.

about the head shots now. They'll duck and roll to get out of the way, and we even have snipers and other guys who pop around corners and try to take headshots on you. Plus they act more as a group and stuff. They can trap you, set up ambushes—really screw you over."

Luckily for Gabe and Lian the bad guys aren't the only ones who got smarter in Syphon 2—many levels have you co-operating with a sidekick or various non-player characters who got an intelligence boost as well. "We've got really elaborate prescripted scenarios for the NPCs this time around; it will definitely seem like you're interacting with them...for example, in one point near the end of the game, the player, as Gabe, is in this really bad situation, and one of our new characters, Teresa, shows up to provide cover fire for him. They both end up racing through this section, ducking enemy gunfire and dodging moving cars...it's really cool."

FUTURE FILTERS

Even though Syphon 2 should be keeping us all busy for awhile, we couldn't help but wonder if we might be seeing Gabe and company again sometime soon. Yager wasn't promising anything, but sounded hopeful. "We'll have to see. Syphon 2's definitely a great game, and if it does as well as Syphon 1, then most definitely."

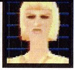
So what's the plan once Syphon 2 ships? Start work and storyboards for Syphon 3? PlayStation2 tests? A Syphon Filter movie? Cartoon? Breakfast cereal? At least for now, Yager and the Syphon team have more practical concerns in mind—"Everyone's planning a three- month vacation, and that's about it."

HEALTH
TARGET
DANGER
51/66

WHO'S WHO?

It's not easy to keep track of all the characters in the Syphon Filter universe, so here's a quick rundown of most of the major players from SF1 and 2.

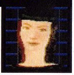
MARA ARAMOV



Age: 32
Birthplace: Novgorod, Russia
Height: 5'11"
Weight: 137 pounds
Eyes: Blue

The sexy ex-KGB assassin from Syphon 1 returns to play a major role in the sequel. As you may recall Mara was captured in the first game, escaped, was captured again and helped Gabe and Lian, then escaped again, and finally was captured once more at the very end of the game, only to show up after the credits at the Agency with Mr. X and a bunch of Pharcom-labeled boxes. Apparently she also had time in the hour or so between the two games to bleach her hair (it was red in Syphon1). A ruthless and efficient killer, Mara handles a lot of the Agency's dirty work and cannot be trusted (or captured for any decent amount of time apparently).

TERESA LIPAN



Another communications and intelligence expert, Teresa basically takes over Lian's role in the sequel, updating you with info throughout your missions. Gabe is on his way to meet her at a secure landing strip in Arizona when his plane is shot down in Colorado at the start of the game. Later on in Syphon 2, she even gets into the action as back-up for Gabe.

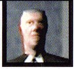
MR. X

Age: ??
Birthplace: ??
Height: ??
Weight: ??
Eyes: ??

The real brains behind the Agency, this unnamed man (we just call him Mr. X for convenience's sake) is the one calling the shots. He co-ordinates the efforts of Aramov, Markinson (when he was alive) and now Stephens—he's basically the big bad guy running everything. Although he showed up a couple times in the first game, he takes a more active role in Syphon 2, barking orders from the shadowy recesses behind the big desk in his Washington D.C. office. Who exactly is he? And will we finally learn of his true identity in Syphon 2?

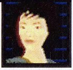
YOUR EYES ONLY What? Did you expect us to actually say who he is? No way, sucker!

LYLE STEPHENS



The new director of the Agency, Stephens took over as the public face for the group since Markinson was killed in the first game (but Mr. X is still the man really in charge). Although he doesn't get along with Mara Arimmov and isn't afraid to show it, their goal is the same—acquire the secrets to the Syphon Filter virus and destroy Gabe Logan.

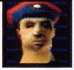
LIAN XING



Age: 29
Birthplace: San Francisco, CA
Height: 5'7"
Weight: 120 pounds
Eyes: Brown

Ex-intelligence and communications expert for the agency, Lian was Gabe's main contact in the first game. She would radio him constantly with information, recon data, news updates, sports scores—just about everything. Although she was presumed dead at one point, she was actually just taken prisoner by Rhoemer; with Gabe's help she managed to escape, but not before being infected by the Syphon Filter virus. Now in Syphon 2 she plays a much larger role as a playable character.

URI GREGOROV



A new character, this Russian military officer and friend of Lian's (they served together in Afghanistan) plays a huge role in Syphon 2. Uri shows up in Khazakhanstan at the start of the game and chases off the agency soldiers, but it's too late—Lian has been taken hostage. Later, when Gabe discovers that he doesn't have all the data he needs on the Syphon Filter virus, it turns out that Uri has the information he is looking for. Lian and Uri arrange for a meeting in Moscow but things don't go quite according to plan....

CELEBRITY DEATHMATCH

One of the biggest new features in Syphon 2 is the addition of the two-player splitscreen deathmatch game. Featuring all your favorite characters and locations from levels featured in Syphon 1 and 2, this two-player game controls just like normal, but now you have someone to gloat over after you nail them with a headshot. There's plenty of options and different settings too, just take a look:

- **28 different characters to choose from**
- **adjustable armor strength (anywhere form 25% to 200%)**
- **separate controller setups for each player**
- **horizontal or vertical splitscreen**
- **20 different levels**
- **turn headshots on and off**
- **set time and/or score limit (1-100 or none for each)**

With so many characters and settings to choose from, the possibilities for exciting Syphon Filter side stories as backgrounds for your multiplayer battles are almost endless! Here's just a few of our favorites to get you started:

CORPSE
VS.
JOHNATHAN PHAGAN

MALPRACTICE NIGHTMARE

(setting: Pharcom incubator lab)

The corpse is back to take revenge on Jonathan Phagan for helping develop the Syphon Filter virus. Add Resident Evil-esque moans ("Muhhuhhuh" or "uuhh") and cowardly whimpering ("Stay away—STAY AWAY!" or "My beard!"), depending on which character you play, for added tension and excitement.

TERRORIST
VS.
AGENCY OPERATIVE

GENERIC BATTLE #01

(setting: Caves)

The world isn't big enough for two types of nameless fodder footsoldiers—Terrorist and Agency Operative battle to the death to decide who is the real king of the generic enemies! (Winner can take on monk, evil scientist, or spook.)

GABRIEL LOGAN
VS.
NINJA GABE

EVIL ALTERNATE UNIVERSE FIGHT

(setting: Surreal)

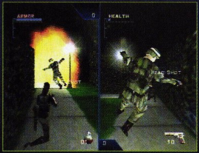
Relive the excitement of such epic battles as Superman vs. Bizarro Superman and Captain Kirk vs. Evil Captain Kirk with your own split universe scenario. Ninja Gabe takes on normal Gabe, or Lian takes on Scuba Lian, or Scuba Lian takes on Ninja Gabe, or....well, you get the idea.

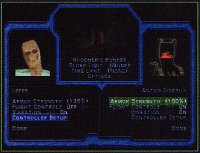
BAG LADY
VS.
UNIT ONE

GOOD LOVIN' GONE BAD

(setting: Disco Basement)

Former partners in crime, lovers, and now sworn enemies Bag Lady and Unit One face each other one last time in the basement of the Disco where they first met. Winner should stand over the lifeless body of the loser and scream "BAG LADY! (or UNIT ONE!) WHAT HAVE I DONE?! I STILL LOVE YOU!", and start sobbing uncontrollably.

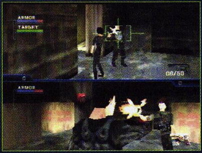

ARMOR
HEALTH
HEAD SHOT



RHOEMER'S BUNKER
SCORE LIMIT (NONE)
TIME LIMIT (NONE)
OPTIONS

LEPER
ARMOR STRENGTH (135%)
FLIGHT CONTROLS OFF ON
VIBRATION OFF ON
CONTROLLER SETUP
DONE

ANTON GIRDEUX
ARMOR STRENGTH (100%)
FLIGHT CONTROLS OFF ON
VIBRATION OFF ON
CONTROLLER SETUP
DONE


ARMOR
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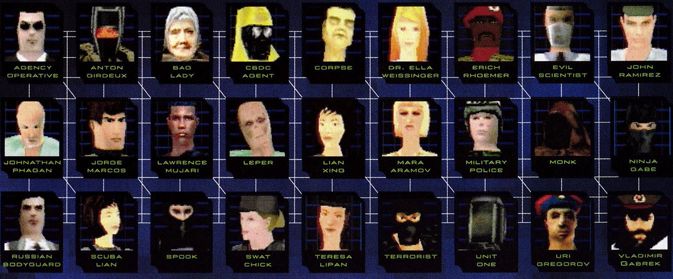
ARMOR

CHOOSE YOUR IDENTITY:


AGENCY OPERATIVE
ANTON GIRDEUX
BAG LADY
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CORPSE
DR. ELLA WEISSINGER
ERICH RHOEMER
EVIL SCIENTIST
JOHN RAMIREZ
JOHNATHAN PHAGAN
JORGE MARCOS
LAWRENCE MUJARI
LEPER
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NINJA GABE
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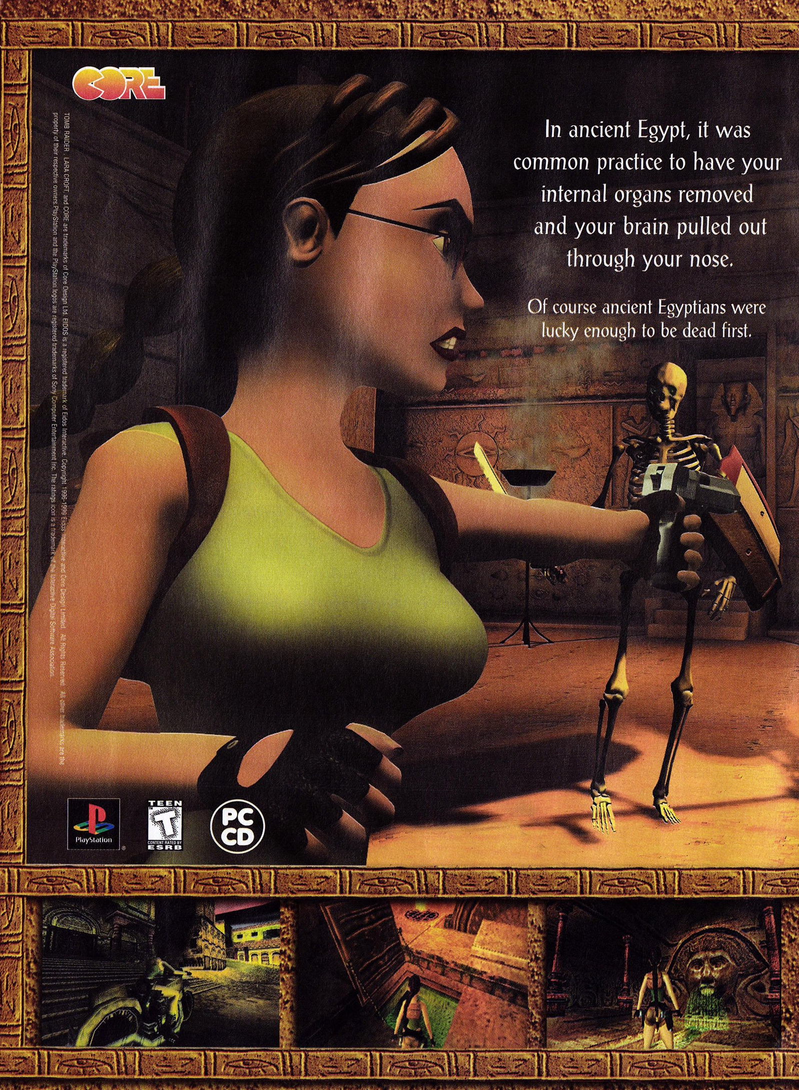
TERESA LIPAN
TERRORIST
UNIT ONE
URI GREGOROV
VLADIMIR GABREK



In ancient Egypt, it was
common practice to have your
internal organs removed
and your brain pulled out
through your nose.

Of course ancient Egyptians were
lucky enough to be dead first.

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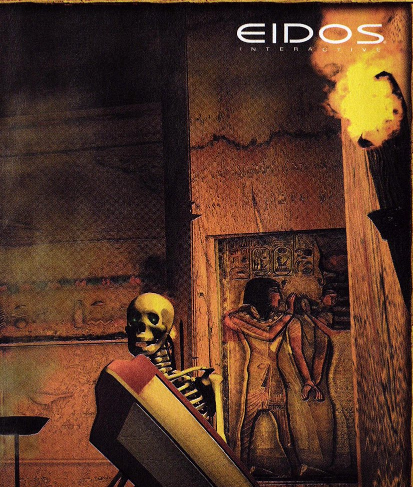
EIDOS
INTERACTIVE

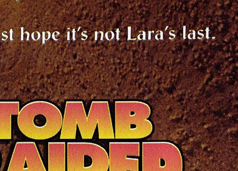


Could the next tomb Lara Croft enters be her own? Find out in Tomb Raider: The Last Revelation, her latest adventure. With seamlessly integrated gameplay and FMV sequences, new skin and 3-D texture mapping, diabolical new puzzles and a totally new inventory control system this is a totally new Tomb Raider.

Let's just hope it's not Lara's last.

TOMB RAIDER THE LAST REVELATION

tombraider.com



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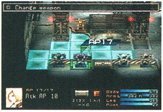
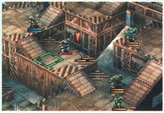
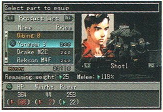

Change weapon
AP17
Atk AP 10
Body
Leg
Pilot

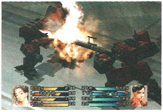
Over 150 hours of intense strategy and combat with two intersecting storyline scenarios



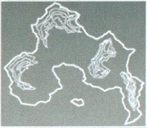
Rotate the detailed, fully 3D environments to determine the best strategic moves and attacks


Select part to equip
Product List
Name
Price
Gibing B
Yonosai 3
Drake M2C
Rekson M4F
Money
Shot1
Remaining weight: 25
Melee: 118%
HP
Weight
Power
364
44
253

Upgrade your robot's weapons, computer, moves, and more – or simply capture and use a new one


Body
Leg
Pilot

Position your fighting machines carefully, then do battle with an arsenal of ranged and melee weapons



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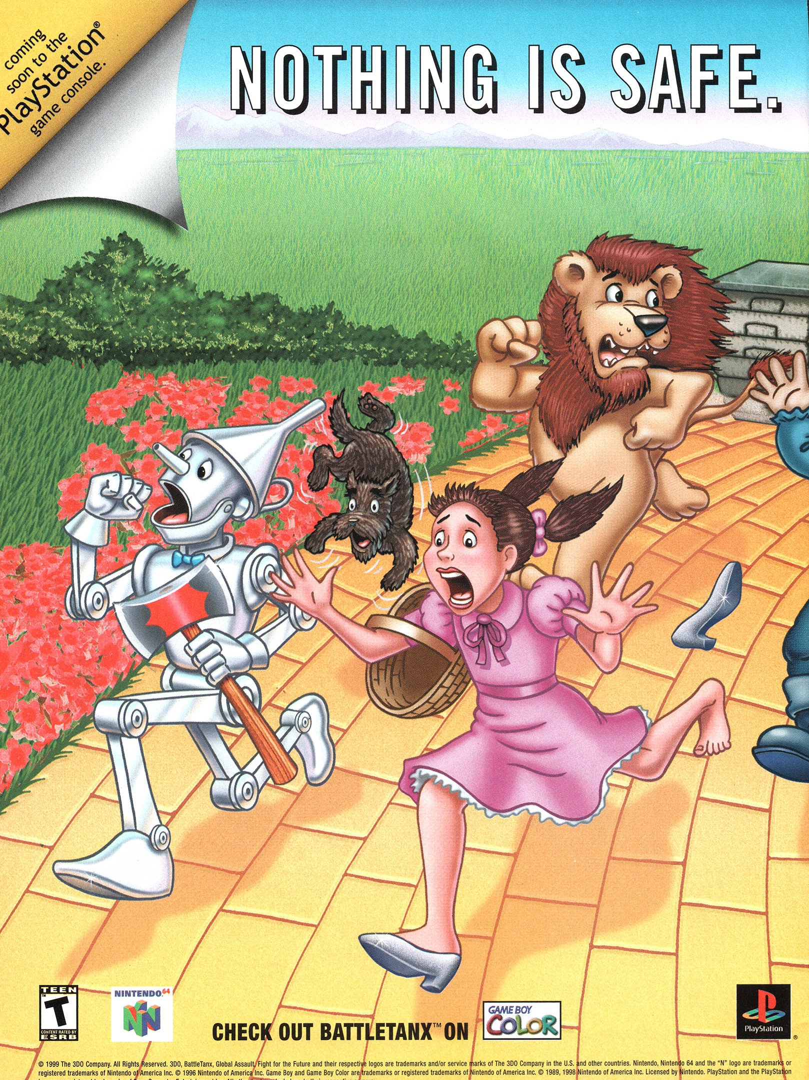
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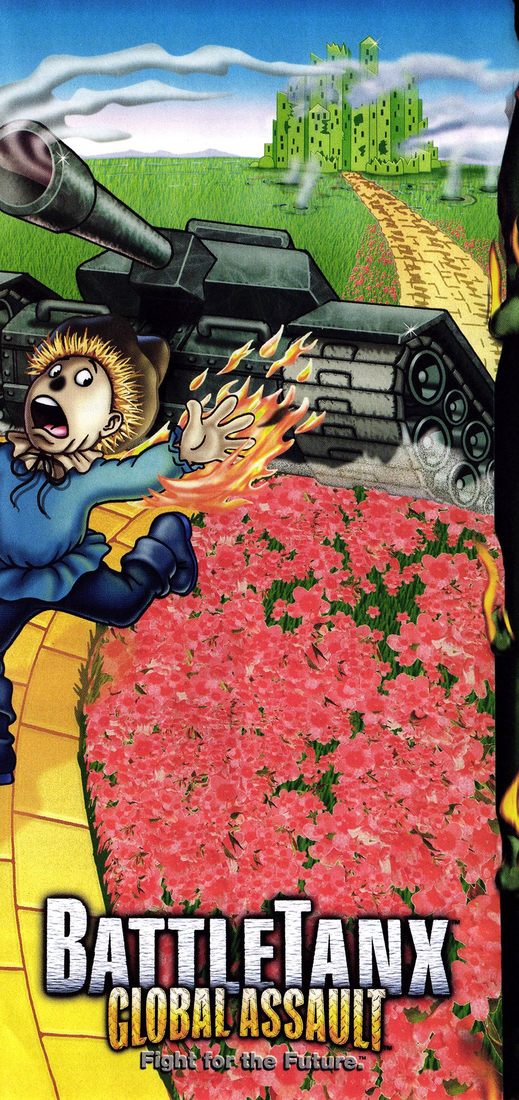
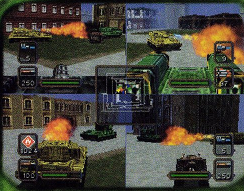


More insane weapons and modes of destruction



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The Hottest Pre-Orders

Fear Effect
"Eidos launches a new franchise with a cool Resident Evil-like adventure featuring groovy anime character art and *Blade Runner*-like story."

Urban Chaos
"Developed by ex-Bullfrog guys Mucky Foot, this 3D action adventure features huge levels and kick-ass action. It's been a long wait..."

Spec Ops
"The 'sneak-'em-up' genre expands still further with this military simulator ported from the PC. Plays a little bit like Rainbow Six."

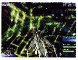
WWF Smackdown
"THQ picks up the WWF license where Acclaim left off and brings us one of the most impressive-looking wrestling games yet."

Deception III
"Tecmo's long lasting series continues. If you were a fan of the first two, you're going to want to get ahold of this."

Colin McRae Rally
"If you like driving real cars—if you really like driving them to the limit, than this game's the business."

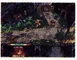
Tomba 2
"The follow-up to the popular platform adventure is now in 3D. Something a little different for platform game fans."

Die Hard Trilogy 2
"Try to beat the odds as you match wits with the meanest, smartest villains in the most explosive adventure John McClane has ever faced."



Macross VF-X2
"Big robots with big guns in this fast paced 3D action shooter from Bandai. Fans of the Robotech franchise will love it."

Lunar 2
"The success and level of interest in the first Lunar assures that we get the sequel. RPG fans should set some time aside for this."



Gauntlet Legends
"Motorcycle racing doesn't get a look in very often with video games, so if you're a fan of the sport it's worth checking out."

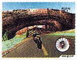
HARDCORE
ECW
REVOLUTION

ECW: Hardcore Revolution
"Midway's popular update of the ancient arcade game brings the whole thing into 3D. Best played with three friends (or enemies.)"

Road Rash Unchained
"Compete in a series of races and help Punt free Spaz from his chain-gang chores to hit the roads again."

Saga Frontier 2
"A return to the epic quest that made Saga Frontier such a hit among adventure game lovers."

Hot Shots Golf 2
"Everyone's favorite golf game (where it's OK to talk during putts) returns for a sequel."

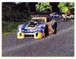


Test Drive Cycles
"Featuring the Harley-Davidson license, this is the ultimate thrill ride on two wheels."

Street Sk8er 2
"Jump on your board and race against the clock to score points and upgrade your wheels."

Jackie Chan Stuntmaster
"Jackie Chan himself helped with this game which has plenty of chairs to break over opponents' heads."

Test Drive Le Mans
"The ultimate driving challenge. And if you feel like staying up all night, there's a 24-hour challenge packed in."



NASCAR Rumble
"A Racing game that will appeal to NASCAR fans as well as those who've never seen a NASCAR race."

Sim Theme Park
"The Theme park is back in town and the kids are clamoring at the gates. The only thing is you haven't built it yet."

Messiah
"It was foretold that the messiah would return after 2000 years. Apparently, he caught an earlier flight."

Superbike 2000

"The game brings the complete motorcycle-racing package straight into your home."

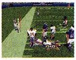
The Coolest Recent Releases

Resident Evil 3
"The zombies keep getting bigger and better with this installment of the classic survival horror series."

Tomorrow Never Dies
"James Bond finally makes it to the PlayStation. Take some of the Bond attitude and mix it in with a healthy dose of Syphon Filter-like gameplay."

Tony Hawk Pro Skater
"Skateboarding games are the new fad...but few even come close to the quality of Neversoft/Activision's Tony Hawk. Looks great...plays great."

Medal of Honor
"This one's a classic." The finest 3D shooter on PlayStation more than deserves its *EGM* Gold Award...a great story and thrilling gameplay."



Madden NFL 2000
"The master of the chalkboard scribble returns for the best installment i EA's football series to date."

Dukes of Hazzard
"With real voice acting and a two-player split-screen mode, this one will keep Dukes fans racing 'till the cows come home."

X-Files
"Stepping into the shoes of an FBI agent is an experience no X-Files fan should miss. This spooky quest is worthy of the name."

Toy Story 2
"Disney Interactive's charming 3D platform game gets as close to the graphics in the movie as you could hope for in the PS version."

NBA Live 2000
"The courts are squeaky-clean in this update to the NBA Live series. A must-have for NBA fans."

Final Fantasy VIII
"Amazing plot and character development; great cinematics; good battle engine."

NHL 2000
"All the action from a real NHL game is here. Including the fights."

Vandal Hearts 2
"The critically acclaimed strategy title returns with over 120 spells, weaponsand armor to choose from."

Reviews

The final word—official and unbiased

Meet the Critics

Kraig Kujawa

Editor-in-Chief

After getting back from New Orleans for Y2K (that's N'awlins to the locals, he learned), a sober Kraig loathed getting back to work. Until he remembered he plays and writes about PlayStation games for a living.

Favorite Genres: Sports, Strategy
Current Favorites: Madden 2000, GT 2
Can't Wait For: A game that simulates Bourbon Street. PS2 maybe?

Joe Rybicki

Deputy Editor

With all this Y2K hullabaloo behind us, Joe's looking forward to next December, when everyone realizes that the new century and the next millennium don't actually start until January 1, 2001. Sheesh.

Favorite Genres: Adventure, RPG, Puzzle
Current Favorites: Gran Turismo 2, Super Puzzle Fighter II Turbo (remember that one?)
Can't Wait For: The Bouncer, GT2000, Kessen

Wataru Maruyama

West Coast Editor

It's well into the new year and Wat has to decide which calendars will get an honored spot in his home and office. Namco's Reiko Nagase is super sweet, but the dates are a bit too small. He recommends the Millennium Masamune Shirow Calendar.

Favorite Genres: Fighting, Racing, Adventure
Current Favorites: SF EX2, Jackie Chan, GT2
Can't Wait For: GT2000, The Bouncer

Mark MacDonald

Associate Editor

After three weeks of nightmarish deadlines, Mark was ready to quit and pursue his dream of traveling with the renaissance festival as an axe thrower. But once we reminded him that the PS2 is only two months away, he took off his executioner's hood, put his shirt on, and got back to work. Huzzah!

Favorite Genres: Action, Adventure, RPG
Current Favorites: Syphon Filter 2
Can't Wait For: Chrono Cross, Drummania

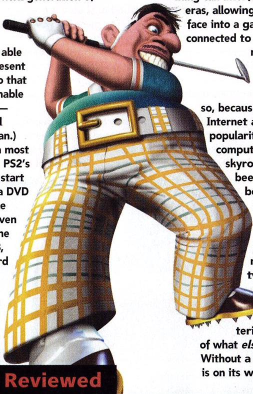
The Second Coming

by Joe Rybicki

As of this writing, it is now less than two months before the PlayStation2 arrives in Japan. Less than two months, barring any unforeseen manufacturing disasters or shipping problems, before we hold in our hands the newest revolution in gaming, the most powerful video game system ever. Can you tell I'm just a wee bit excited?

It's not really the amazing graphics that are revving us up over here. Sure, that's part of it, but it's not like the technology has reached full photographic quality—yet. Perhaps on the *next* generation of gaming systems... (Although I have my doubts that any system will ever be able to consistently represent human characters so that they're indistinguishable from video footage—without using actual video footage, I mean.)

Anyway, what I'm most excited about is the PS2's potential. From the start the thing will have a DVD drive, which is a nice bonus. But what's even more intriguing is the inclusion of the USB, Firewire and PC Card ports. These will potentially allow the PS2 to interface with PCs and PC peripherals. That's most intriguing to me because I'm a big believer in the "convergence" philosophy: That is, that eventually television, movies, music, games, the Internet and PC applications will all be interconnected into one massively powerful entertainment Mecca. Being the technology junkie that I am, I've considered trying to jerry-rig such a setup with my current PC and TV, but really at this point the technology's not quite there.



Now, the question is, will Sony see this idea of the PS2 as an "entertainment hub" through? It's all very nice to say that the thing *can* interface with digital cameras, allowing you to put your own face into a game; or that it *can* be connected to a printer or a scanner or a flight stick... The question is, *will* it?

I sincerely hope so, because with broadband Internet access growing in popularity as it has, and with computer processing speeds skyrocketing as they've been, there has never been a better time to try out this kind of idea.

Anyway, I'll be jittering with excitement for the next two months until the system is released in Japan... But then I'll start jittering with anticipation of what *else* the PS2 can do. Without a doubt, a revolution is on its way.

Games Reviewed

Colin McRae Rally 92
Crusaders of Might &Magic.98
ECW Hardcore Revolution ..86
Fatal Fury: Wild Ambition..92
Hot Shots Golf 2 82
Jackie Chan's Stuntmaster .84
Marvel vs. Capcom 90
NBA ShootOut 2000 98
Railroad Tycoon 100
Road Rash: Jail Break 100
RTK6: Awakening Dragon ...94
Silent Bomber 94

Box Score

It doesn't get much more simple yet effective than *OPM*'s five-disc rating system. Very few games are lucky enough to get our golden five-disc salute, but if one does, be sure to pick it up!

●○○○○ We'd rather hear the phrase "Y2K" for the next thousand years than play this game.

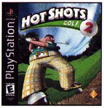
●●○○○ Below average. There are fundamental flaws with this game; get something better.

●●●○○ A good title. It's a fun game with some flaws that can be overlooked.

●●●●○ Definitely a topnotch game. Very good and well worth your time.

●●●●● Fabulous! These are the games that really make you proud to own a PlayStation.

EVERYONE E CONTENT RATED BY ESRB



Developer Clap Hanz Ltd.
Publisher Sony CEA
Genre Sports

1-4 Players
Memory Card 2 blocks

Hot Shots Golf 2

2 PAR4 374y
REPLAY
REMAINING 364y
1W
218y
9.58y
99-100

PlayStation

Disappointing, but still good fun

Since the original Hot Shots took home the *OPM* award for Best Sports Game of 1998, we all had high hopes for the sequel. And in many ways, HSG2 does improve on the original. But some of these improvements seem to come at an unfortunate price.

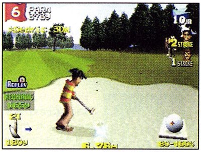
The first thing you'll notice when you pick up Hot Shots 2 is how much more challenging it is than the original. The game physics seem in some ways to be more true to life; for example, you'll find many more shots hanging on the lip of the cup or narrowly missing than before. Now, for some (especially serious golf fans) this increased difficulty may be a nice improvement; but for me and, I would assume, any other non-golfer, the more lenient gameplay of the original was one of its biggest charms.

But notice that I said the physics were *in some ways* more true to life; in some ways, they seem strangely off. I've seen a ball come to a dead halt on a strong fairway incline, for example, and then reverse direction on that same incline in the very next shot. And you'll often find the ball rolling far more easily around a sand trap than it should. Just as the more unforgiving physics will frustrate casual players, these errors in realism may frustrate seasoned golfers.

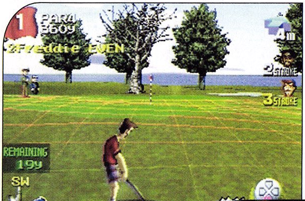
But don't get me wrong, the game is still a nicely entertaining golfing title, with a load of wacky characters (including some hidden golfers you might recognize from other PlayStation games), improved graphics and camera angles, a number of different play modes (though it's missing a Mini-Golf mode, easily my favorite game from the original!), club and ball power-ups that can help enhance your game, and even a Highlights option to replay your most spectacular shots.

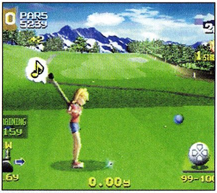
To be sure, the changes made to Hot Shots 2 make the game more like real golf in one significant way: Considering how hellish it is to see a putt miss by mere inches, when you're doing well, it's pure Heaven.

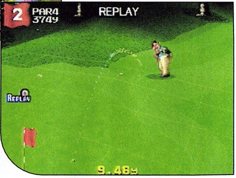
—Joe Rybicki

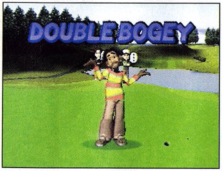


You may find yourself spending lots of time in the bunker (above) since the ball has a strange tendency to roll well into the trap instead of getting bogged down in the sand at the edge.









The Highlights option will automatically store all your most impressive shots (above), allowing you to review them and decide which you'd like to keep for posterity.

Box Score

Pros
- Still easier to get into than most golfing games
- Improved graphics and camera angles
- Nifty Highlights option
- Lots of hidden characters

Cons
- Much more challenging
- Some odd physics
- No mini-golf!

"Considering how hellish it is to see a putt miss by mere inches, when you're doing well, it's pure Heaven."

Official U.S. PlayStation Magazine
●●●◐○
Rating

Gran Turismo™ 2's "We've Got Wheels" Sweepstakes

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1. NO PURCHASE NECESSARY. Choose one of four (4) ways to enter. To enter online, visit www.playstation.com, fill out the entry form and submit it. Children under the age of 13 will not be eligible to enter online. However, all ages can enter by any of the three (3) mail in methods of entry. To enter by mail, visit any participating retailer of PlayStation brand product during regular business hours between February 1, 2000 through March 31, 2000, complete the entry form found on the Gran Turismo 2's "We've Got Wheels" display and mail it to the address below; or (b) complete an entry form found on the March issues of Electronic Gaming Monthly, Official PlayStation Magazine, and Maxim magazines and mail it to the address below; or (c) mail a postcard (no envelopes please) with your name, age, address and phone number to: Gran Turismo 2's "We've Got Wheels" Sweepstakes, PO Box #510, Belmont, CA 94002. To be valid, entries must be received no later than March 31, 2000 at 11:59 p.m. Limit one entry per person or per e-mail address. Duplicate, mechanically produced or subsequent entries will be disqualified. Sony Computer Entertainment America (the "Sponsor") is not responsible for lost, late, mutilated, illegible, incomplete, postage due or misdirected entries. Sponsor is not responsible for technical, hardware or software failures of any kind, lost or unavailable network connections or failed, incomplete, garbled or delayed computer transmissions which may limit an entrants ability to participate in the contest. Sponsor reserves the right in its sole discretion to cancel or suspend this sweepstakes should virus, bugs or other causes corrupt the administration, security or proper play of this sweepstakes. Entries not satisfying these Official Rules will be automatically disqualified.

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3. WINNER: Grand prize winner will be determined by a single random drawing from among all eligible entries received by the Sponsor, whose decision concerning all matters related to this sweepstakes is final. Drawing will be held on or about April 1, 2000. Winners shall be notified by regular mail and/or telephone. Please allow eight to twelve weeks for receipt of prize.

4. ODDS OF WINNING:The odds of winning depend on number of eligible entries received.

5. ELIGIBILITY: Promotion open to residents of United States only. Return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winner will be required to sign an affidavit of eligibility and liability/publicity release within 14 days of receipt or notification attempt or an alternate winner may be selected. By acceptance of prize, winner agrees to the use of their name, likeness, hometown and/or biographical information for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of the Sponsor and its parent and affiliated companies and their families are not eligible. By accepting a prize, winner agrees to release Sponsor and its affiliates, subsidiaries, division or related companies, who are not responsible for any damages, taxes, or expenses that winner might incur as a result of this sweepstakes or receipt, ownership or use of prize. Taxes on the prize are the sole responsibility of the winner.

6. WINNER'S NAME: To obtain the name of winner, send a stamped, self-addressed envelope to: Gran Turismo 2's "We've Got Wheels" Sweepstakes Winner, 919 E. Hillsdale Boulevard, Foster City, CA 94404. Winner's Name requests will be fulfilled within four weeks after prize have been awarded. Requests for winner's name must be received by April 15, 1999.

7. RESTRICTIONS: Void where prohibited or restricted by law.

8. SPONSOR: Sony Computer Entertainment America, Foster City, CA.

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1 Player

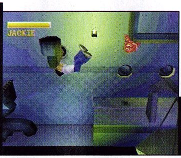
Memory Card 1 block

Analog Controller Compatible

Vibration Function Compatible

Developer Radical
Publisher Midway
Genre Action

Jackie Chan Stuntmaster



A refreshing bit of old-school action

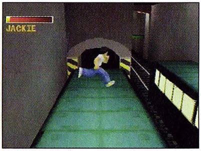
I can still remember seeing this game almost two years ago and how excited I was that someone was making a new Jackie Chan game. (The last game to feature the acrobatic martial artist was the Turbografx title Jackie Chan Action Kung Fu, developed by Hudson). It's gone through many stages since then and for a while its future looked mighty shaky.

I'm glad to report that Stuntmaster is a highly enjoyable game. The game is a combination of scrolling fighting action and platform jumping that has a distinctly old-school flavor to it. It would be a big disappointment if that's all there was to the game, but fortunately (like his movies) Jackie Chan's personality elevates the whole experience. Lots of voice samples highlight the title and it seems a large portion is lifted directly from the movie *Rumble in the Bronx*. Throughout the game, the enemies will taunt you in very cheesy one-liners and Jackie himself lets loose with some hilarious zingers.

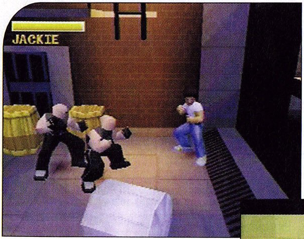
The comical banter is matched by the on-screen shenanigans as well. Jackie has lots of different attacks that are usually very dazzling, including his wall-flip kick. He also has some very cool throw moves that are very helpful in throwing persistent enemies off buildings and platforms. However, the enemies do not have a monopoly on falling off platforms, which you will immediately discover. I would guess that 85% of the deaths that occur in this game come from falling off some type of ledge, building, moving train or whatever. It wouldn't be so bad if the controls were tighter, but at times Jackie has a mind of his own and off you will go. There are also many issues with hit detection and overall collision factors that really should have been tuned up before release. It's truly a testament to how enjoyable the game is that it can overcome these flaws and still get a good rating.

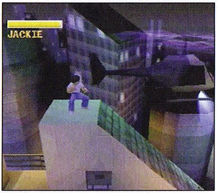
Jackie Chan Stuntmaster is great fun and will make a lot of fans out there happy—frustrated at times, but happy.

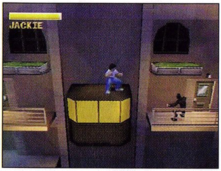
—Wataru Maruyama

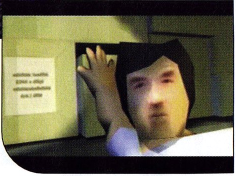


Jumping on and off these subway cars (above) is just one the many obstacles you'll dread in Stuntmaster. Falling into water runs a close second as the most annoying thing that can happen to you in the game.









Hey it's Jackie Chan! Radical did a great job of capturing his movements and mannerisms.

Box Score

Pros
- Tons of funny voice
- Fast-paced action
- Jackie's personality is captured very well

Cons
- Controls need work
- You fall off things...all the time. Very annoying
- Long loading times

> "The game is a combination of scrolling fighting action and platform jumping that has a distinctly old-school flavor to it."

Official U.S. PlayStation Magazine

● ● ● ◐ ○

Rating

PlayStation

www.playstation.com

AS
AERODYNAMIC
AS YOU CAN
GET WITH A
BIG FAT ORANGE
HEAD.

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NAUGHTY DOG

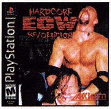
EVERYONE E CONTENT RATED BY ESRB

It's not driving. It's a motorized beatdown. Dust your fellow drivers on 25 different tracks. Survive the hairpin turns and score a TURBO boost. Unless you get 86'ed by a TNT crate. Plug in the MultiTap adaptor and up to four players can reduce each other to roadkill. With over 12 playable characters in all. Buckle up.

CTR CRASH TEAM RACING

Once he gets behind the wheel, things get ugly.

MATURE M CONTENT RATED BY ESRB



1-4 Players

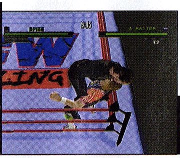
Memory Card 1 block

Analog Control Compatible

Vibration Function Compatible

Developer	Acclaim
Publisher	Acclaim
Genre	Action

ECW Hardcore Revolution



PlayStation

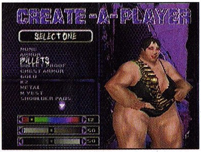
A rebellion that deserves to be disbanded

When the high-stakes game of wrestling musical chairs ended, Acclaim was left with ECW—the bottom-feeder of wrestling leagues. Instead of trying to make the best of the situation, Acclaim took the easy way out and made a bad game out of a lame league.

Customizability is this game's strongest suit. Like WWF Attitude, Acclaim's previous brawling game, ECW allows a ridiculously deep amount of possibilities when it comes to creating your own wrestler. Facial features, body type, garb, moves and even pre-match intros can be configured to your liking. You can even modify the "Pay-Per-View" event and the venues that they take place in. There is a small caveat however; cycling between each proposed attribute takes an annoying second or two to load (so that you can see them), so putting together the "perfect" wrestler takes an annoying amount of time. But with this game, it's akin to postponing a death sentence.

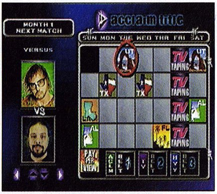
After you're past ECW's bevy of customizers, the game takes a dreadful turn. Quite frankly, it almost seems like Acclaim put all of their attention into loading the ECW up to the brim with extras, but forgot that there actually should be fun game in place as well. Just about everything about this game seems rushed, from sloppy control to the poorly drawn characters and drab arenas. The most atrocious thing is the wrestlers' horrendously digitized battle cries that seem as out of place as Calista Flockhart at a hamburger-eating contest. Why go through the trouble of capturing all of these wrestlers' sound bites only to have them sound like crap during gameplay?

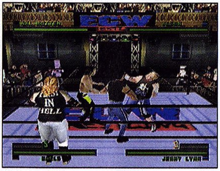
Only Acclaim knows the answer, but maybe it's because they knew that this game was a lost cause and couldn't be bothered with trying to resurrect the dead. Either way, even if you are a die-hard ECW fan, you should stay clear of this game. Your love for this renegade league shouldn't sway you into buying such a poor PlayStation wrestling game. ***—Kraig Kujawa***

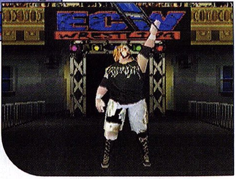


Whenever I needed inspiration to get me through the day, I simply loaded up this lovely wrestler I created (above).

6:42
C W
S DIAMOND
WILD BILL







The introductions of each wrestler are somewhat amusing, especially when they come out waving chairs (above).

Box Score

Pros
- Awesome customizability
- Lots of characters
- Great selection of game modes

Cons
- Crappy graphics/animation
- Crappy sound
- Crappy control

"Acclaim took the easy way out and made a bad game out of a lame league."

Official U.S. PlayStation Magazine

● ◐ ○ ○ ○

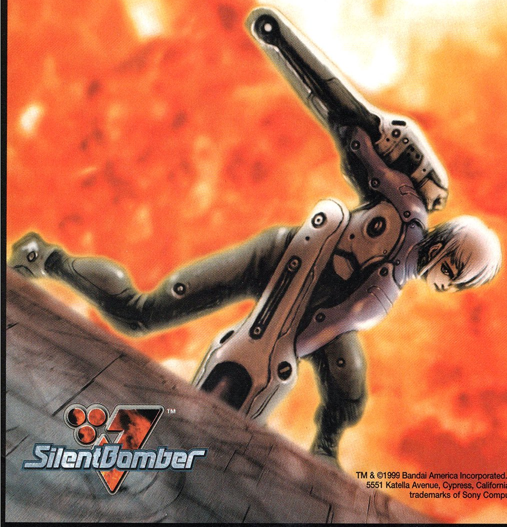
Rating

It's more than run and gun. It's blow and go. Evil super battle ship Dante has been dispatched to blow up the planet. You've been dispatched to stop it. After all, that's what you've been genetically engineered for. Armed with napalm, gravity, fire and paralyzer bombs, you're the only thing standing between her and total destruction of an entire race. With 26 explosive missions, it's action so intense you won't be able to tear yourself away. Bathroom? Maybe next year.

SCORE 5380
SHIELD 100
88

SCORE 13220
TARGET 02/11
93
TARGET

NAPALM BOMBS. GRAVITY BOMBS. PARALYZER BOMBS. FIRE BOMBS. THIS GAME REALLY BLOWS.



SilentBomber™

PlayStation

BANDAI®

RATING PENDING RP
CONTENT RATED BY ESRB

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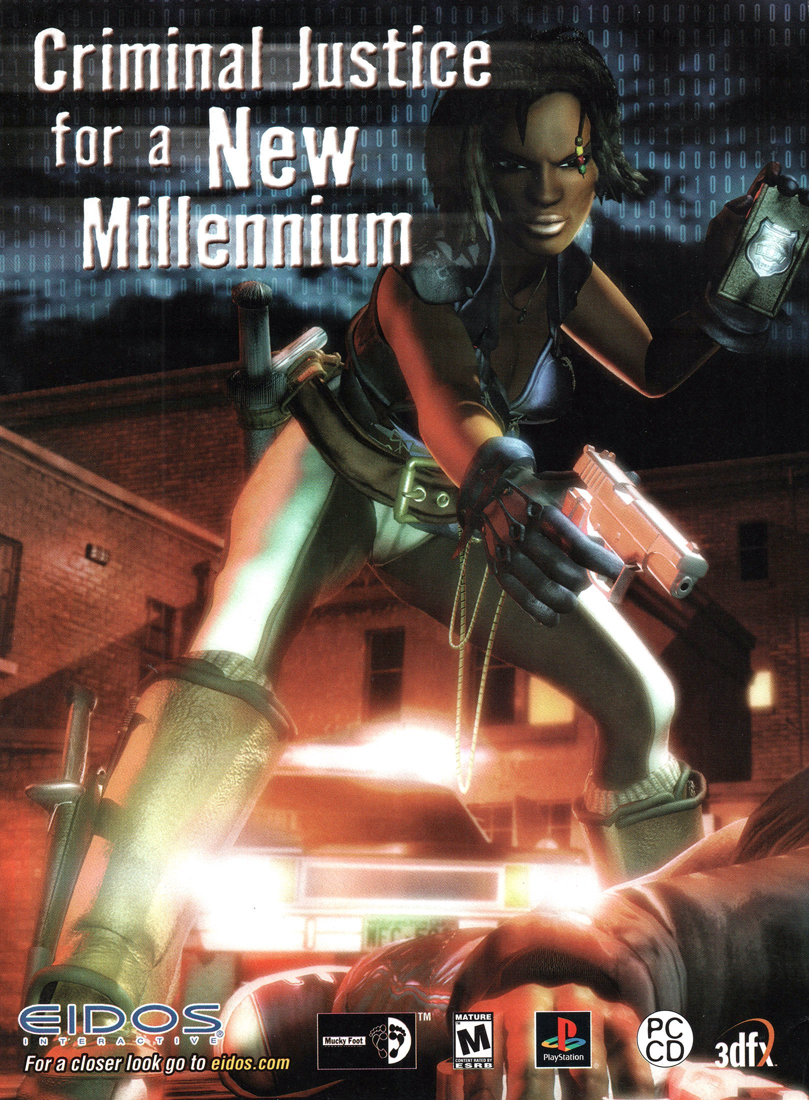
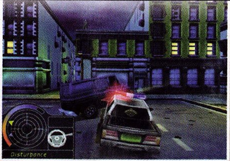
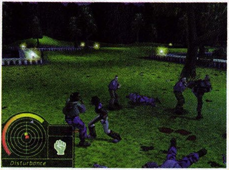

Criminal Justice for a New Millennium
EIDOS INTERACTIVE®
For a closer look go to eidos.com
Mucky Foot™
MATURE
M
CONTENT RATED BY ESRB
PlayStation
PC CD
3dfx

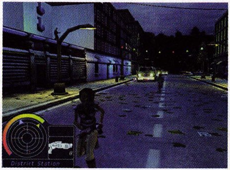
URBAN CHAOS™

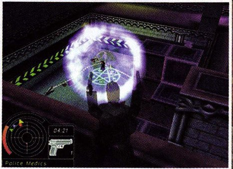
Darkness falls over the city. Not the kind of darkness that comes with the absence of light, but rather the absence of good. And while many prepare to naively celebrate the new millennium, a small mysterious cult, known as "The Fallen", prepares to fulfill the dark promise of an evil prophecy. Yet, left standing between these "Fallen" ones is a rookie cop and a disillusioned ex-cop.

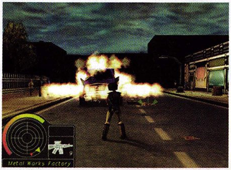
One woman...one man...
one goal...survival.











- Play 1 of 2 main characters - D'arci Stern - an agile, street-savvy female cop or Roper McIntyre - a mysterious ex-soldier.
- Multiple modes of combat. Engage in hand-to-hand fighting, heavy-weaponry face-offs, vehicle chases and building shoot-outs.
- Command a variety of vehicles. Take control of police cars, vans, motor-bikes, hang-gliders, ambulances, trains and helicopters.
- 3D volumetric fog, rain, snow, night and day simulation, wall-hugging shadows and real-time simulation of crashes enhance the atmosphere and action of the game.

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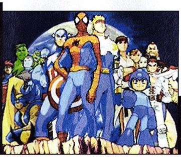
TEEN
T
CONTENT RATED BY ESRB

1 or 2 Players
Memory Card 1 block
Vibration Function Compatible

Developer	Capcom
Publisher	Capcom
Genre	Fighting

Marvel vs. Capcom EX



Missing: many frames of animation. Last seen in SFA3

Capcom made some great strides with the last Versus title on the PlayStation and, of course, the stellar conversion of Alpha 3 is still a fresh memory. One's expectations would naturally be a bit higher for Marvel vs Capcom and in some areas these hopes have been met.

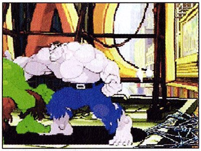
Like the previous Versus titles, there are plenty of extras to make up for missing elements from the arcade version. You can press start to shortcut into the next fight, for example, and there are gameplay tweaks like super cancels and counters which make things more interesting. A new gallery collection allows you to unlock artwork and endings, plus secret fighters can be saved as selectable characters simply by defeating the game with their alter ego.

Not all the tweaks are welcome—the extreme close up when characters throw is one I find highly annoying. (Why anyone would want a large view of blocky pixelated characters is beyond me.) What I found especially limiting is that you can select either a partner who helps with super special attacks only, or a helper who performs their own independent attacks, but not both. I can see why they had to do this for the PS, but it bothers me greatly. The music and sound effects are well done, at least, but the voices are not as pronounced.

All of these are relatively minor grievances compared to the real culprit of this game...slowdown. In comparison, Marvel vs Street fighter on the PS did not slow down as much—although it's understandable considering how much more is happening on screen in this title. The eye candy is nice, but gameplay has to come first. And you should be warned that Capcom dropped more frames than usual to try to speed up this title.

2D fighting fans should only consider buying this title for its added value features. Casual Marvel fans have plenty more to choose from to get their fix.

—Wataru Maruyama



A "new" feature for the versus series is the blown up screen (above) when one character throws another. This was last seen in the Street Fighter III series and met with very unenthusiastic responses. Expect the same level of head scratching when gamers experience this first hand.

W HERO
34
WINS
HULK
VENOM
x3
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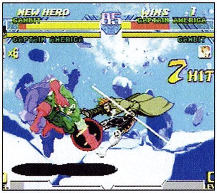

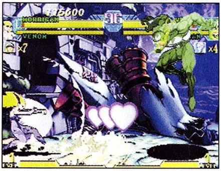

716701
MORRIGAN
76

Lots and lots of things fly through the air causing your eyes to get all crossed. This is a good thing.

Box Score

Pros

- Lots of extra options and play modes
- Gallery Collection
- Great music

Cons

- Slowdown, slowdown and a little bit more slowdown
- Missing animation frames
- Voices are a bit muted

"The eye candy is nice, but gameplay has to come first."

Official U.S. PlayStation Magazine

● ● ◐ ○ ○

Rating

GRAND THEFT AUTO IS BACK

GTA2

"GTA2 is an arcade gamer's dream come true."

- GameFan January 2000

"If entertainment could be measured, GTA2 would bust the scale"

- Gamespy.com October 1999

"Fun? Yes. Funny? Sure. Obscene? Hell yeah."

- EGM January 2000

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PlayStation®

MATURE
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CONTENT RATED BY ESRB

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EVERYONE
E
CONTENT RATED BY ESRB

Developer	Codemasters
Publisher	SCEA
Genre	Racing

1 or 2 Players

Memory Card 1 block

Analog Control Compatible

Vibration Function Compatible

Colin McRae Rally

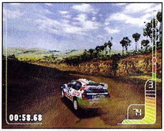
A fine (but not better) GT2 alternative

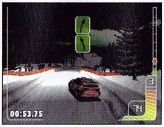
Codemasters have already come up big this year with their fabulous TOCA 2 and now they unleash Colin McRae Rally. Put simply, this is the best rally sim ever. The car handling is there, the tuning aspect is perfect and the tracks truly mirror authentic rally courses.

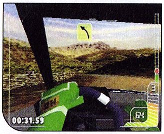
It's hard to describe how the game just "feels" right. Once you grab the controls you are totally immersed in the race. Similar to the tweaks on TOCA 2, the game is very easy to get into and the rally school mode gets you acquainted with the controls. The graphics are not quite as detailed as Gran Turismo 2 or even V-Rally 2, but it does boast more convincing particle effects. The car selection is a bit slimmer as well, but the difference in handling between them is far more noticeable.

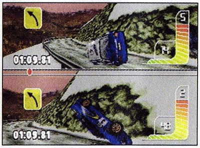
The difficulty is just right, with many courses and stages to complete. It will take a while to go through the entire championship ahead of Colin McRae though. The two-player action is also outstanding with the only drawback being minor slowdown and some pop-up. The game walks the line between a straight sim and arcade racer with the perfect amount of each element.

Along with TOCA 2, McRae is destined to go down as a PlayStation classic....if it doesn't get overshadowed by GT 2. *—Wataru Maruyama*









Properly tuning your car is crucial to your success. Use the view tracks option to survey upcoming courses and tweak accordingly.

Box Score

Pros	Cons
• Fantastic controls	• Slight polygon break up
• Realistic tracks	• Some pop-up too
• Captures the essence of rally racing	• Graphics are on the grainy side

● ● ● ● ○

OPM Rating

TEEN
T
CONTENT RATED BY ESRB

Developer	SNK
Publisher	SNK
Genre	Fighting

1 or 2 Players

Memory Card 1 block

Vibration Function Compatible

Fatal Fury Wild Ambition

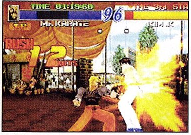
SNK fans deserve better

With the myriad of 3D fighting games available for the PlayStation, the only reason someone would look into this title is that they are an SNK fan or follow the Fatal Fury series. Let it be known that I am both a huge fan of SNK in general and a follower of the Fatal Fury series.

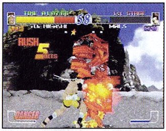
Granted, the series has been in sort of a decline as late with the faithful mainly flocking to the King of Fighters series, but with a fresh start in 3D, anything could happen. Unfortunately, it was the worst possible thing to ever befall the Bogard clan. First off, the graphics are just horrible, having been ported over from the under achieving Hyper Neo•Geo 64 arcade board. The voices are muffled like the characters have tissue in their mouths and the sound effects are similarly bland. The remix background music at least takes advantage of the PS and sounds quite nice.

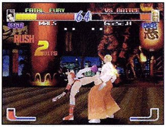
All of this could be forgivable if the gameplay was tight, but it's far from it. There is a very noticeable lag in moves which totally throws off the rhythm of the game in general and the play balance.

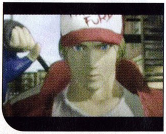
From the standpoint of rating it strictly as an arcade to PS port, Wild Ambition is quite good. The graphics are identical and the only real difference is the loading time. It's just too bad the home version replicated all of the coin op's horrible faults too. *—Wataru Maruyama*



Geese Howard (right) is one of my favorite characters. Repuken! Double Repuken!







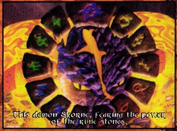
Box Score

Pros	Cons
• Fatal Fury in 3D	• Delay in move execution
• A few new characters	• Horrible graphics
• Geese Howard is back...sort of	• Equally horrible voice and sound effects

● ◐ ○ ○ ○

OPM Rating

CHOOSE YOUR WEAPON.
CHOOSE YOUR QUEST.
CHOOSE YOUR TEAM VERY CAREFULLY.



Face hordes of monsters, search for treasure, avoid traps, pick up magic.

WIZARD
1000
VALKYRIE
500

It's the arcade classic with all new power-ups and new bosses to defeat.

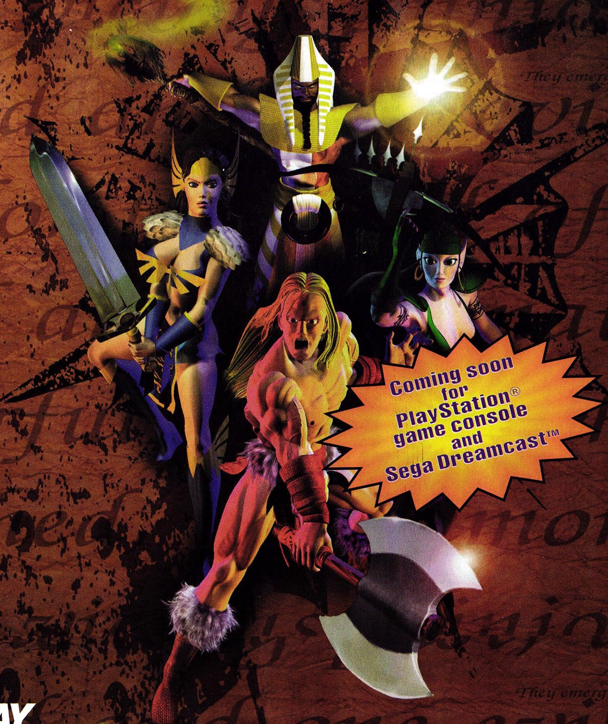
WARRIOR
51
12
WIZARD
692
VALKYRIE

Play as the Warrior, Archer, Wizard or Valkyrie. Or, play with friends in up to four player action!* Each with unique skills and powers.

WIZARD
381
VALKYRIE
306

It'll take more than you've got to defeat the forces of evil and reclaim the world. With Gauntlet Legends, the nonstop assault is so intense, you can't do it alone.

*Up to four players on Nintendo 64 and Sega Dreamcast versions.



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TEEN
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EVERYONE E CONTENT RATED BY ESRB

Developer	Koei
Publisher	Koei
Genre	Strategy

PlayStation
Romance VI
of The Three Kingdoms
Koei

1 Player

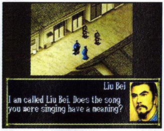
Memory Card 7 blocks

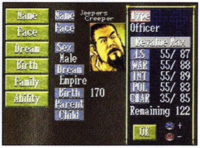
Romance of the Three Kingdoms VI

Too hardcore for its own good

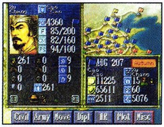
Good strategy games feature plenty of options and depth, but Romance VI goes a bit too far. Between drafting soldiers, setting traps, making allies, giving out rewards and titles, hiring new officers, keeping your people happy, keeping your enemies unhappy, fighting, making money, and much, much more, there's just too much to keep track of. It doesn't help that, despite all the different information you have on each territory, there's no quick and easy way to look through the stats you really need to see each turn. Talking to your advisors helps steer you to some extent, but even more casual fans of the genre will find the game overwhelming.

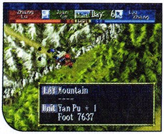
Romance VI does do a good job of representing second and third century China—seven full-length and seven shorter scenarios to play, each with small historical dramas and folk stories woven throughout. Not so hot are the graphics: Sure, visuals are probably the least important part of a strategy title, but this is just pathetic. You could have told me this was a 16-bit Super Nintendo game and I would have believed you (just look at the screenshots). Hardcore history and strategy buffs are the only ones with the time and patience needed to enjoy this one. —***Mark MacDonald***


Liu Bei
I am called Liu Bei. Does the song you were singing have a meaning?



Romance VI allows you to create your own officers (above), who you can then assign to lead your armies or help rule your territories.





Box Score

Pros	Cons
• Tons of depth for strategy buffs • Scenarios of different lengths • Interesting historical places and figures	• Information not easy to navigate • Too much stuff to keep track of • Graphics are horrible

● ● ○ ○ ○

OPM Rating

RATING PENDING RP CONTENT RATED BY ESRB

Developer	CyberConnect
Publisher	Bandai
Genre	Action

box art not available

1 or 2 Players

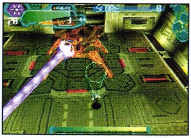
Memory Card 1 block

Analog Control Compatible

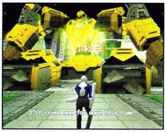
Vibration Function Compatible

Silent Bomber

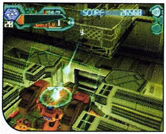
As stealthy and powerful as its name



The overhead perspective of Silent Bomber (above) really accentuates the immense size of the enemies.


I'll crush you for sure this time!

Don't tell me you're planning on rescuing her!



Wow, did this one ever come out of nowhere! Leave it to Bandai to release with almost no fanfare one of the most promising new action games I've seen in quite some time.

Silent Bomber exists somewhere in the middle of a triangle comprised of Einhänder, Bomberman and Intelligent Qube. You could call it a shooter, but considering the hero lays bombs rather than firing weapons, that's not quite accurate. It does have the frenetic pace of the best shooters, as well as the gorgeous, effects-laden polygonal environments seen in the modern classics like Einhänder and R-Type Delta. But there's also a great deal of strategy involved in the placing and timing of your charges, as well as in the innovative "E-Chip" system, which lets you adjust your gear to provide longer-range attacks, better shields or more abundant firepower.

The significant challenge is definitely one of the high points; this is one *tough* game, but in most areas it's not so tough that it's frustrating. It's also nice to have a shooter-style game with a real story, though Silent Bomber's is a bit disjointed, with some awful voice acting. In fact, other than the possibility of monotony over the course of this extensive game, there's not much to complain about. Check it out. —***Joe Rybicki***

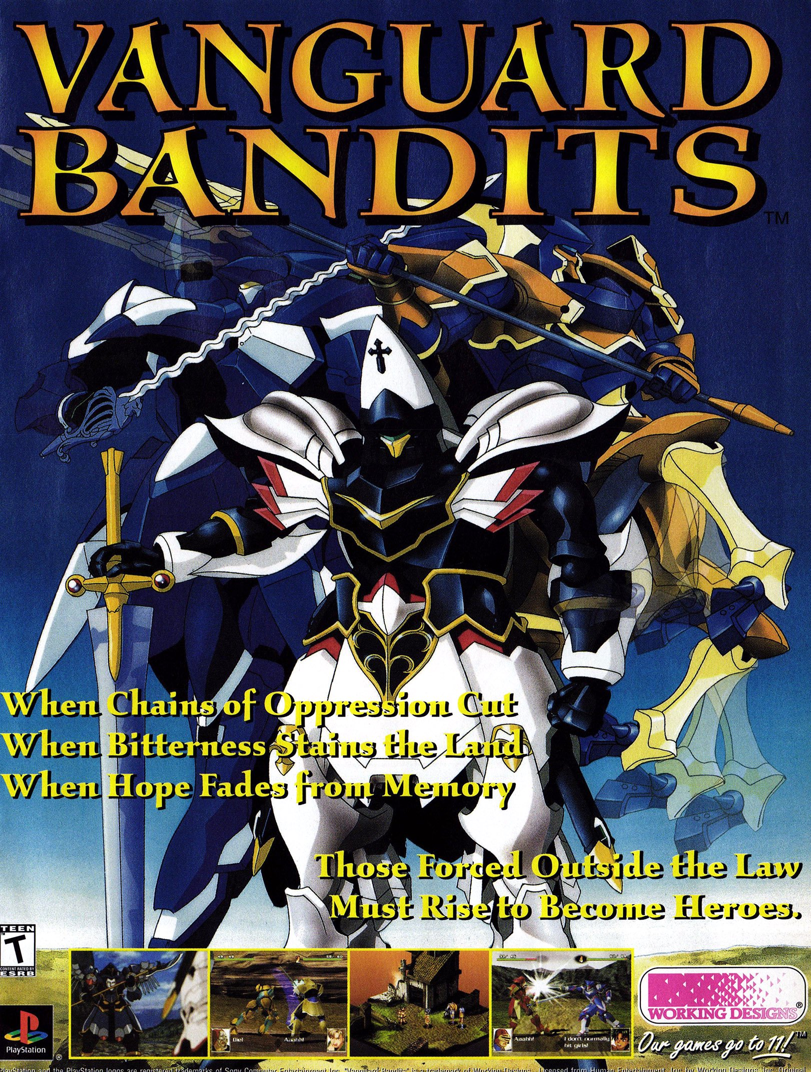
Box Score

Pros	Cons
• Innovative gameplay • Gorgeous graphics • A real story • Two-player VR Arena	• May get monotonous • Terrible voice acting • Two-player mode overly simplistic

● ● ● ● ○

OPM Rating

VANGUARD BANDITS™


TEEN
T
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PlayStation
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Aaahh!
I don't normally hit girls!
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When Bitterness Stains the Land
When Hope Fades from Memory

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Must Rise to Become Heroes.

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"★★★★ 1/2" -CGW
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"THE BEST BASEBALL GAME EVER".
-PC Gamer
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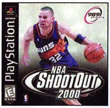
EVERYONE E CONTENT RATED BY ESRB

Developer	989 Sports
Publisher	989 Studios
Genre	Sports



1~8 Players
Memory Card 1~6 blocks
Analog Control Compatible
Vibration Function Compatible

NBA ShootOut 2000

Too little, too late

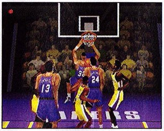
989 Sports usually has no trouble churning out their sports games like clockwork, but over the span of a couple of years, getting a new edition of NBA ShootOut out on the hardwood gave them an absolute fit.

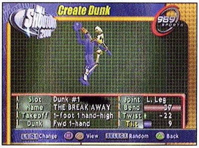
It's difficult to figure out why ShootOut took so long to surface since it really doesn't offer anything that I haven't seen before, save the notable Create-A-Dunk feature. Granted, that is a pretty innovative addition to a basketball game, but it doesn't make up for ShootOut's other various shortcomings.

When compared to EA's Live 2000, ShootOut looks a bit like a lightweight. Although it has everything a basketball game needs, it doesn't go the extra mile. The features aren't nearly as in-depth as Live's and the gap in the artificial intelligence in each game is even wider. The graphics are solid, but aren't nearly as detailed, and some of the animations (particularly when a player attempts a steal), look silly.

Some of this may sound nitpicky, but there's so many of these nagging things that it puts ShootOut in a clear second place behind the much more solid NBA Live 2000.

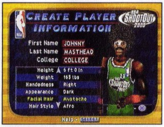
—Kraig Kujawa





Slot Dunk #1
Name THE BREAK AWAY
Takeoff 1-foot 1 hand-high
Dunk Fwd 1-hand
Joint L. Leg
Bend 37
Twist -22
Tilt 9

ShootOut's Create-A-Dunk is an innovative feature that let's you devise your own personalized show-boating moves (above).



First Name JOHNNY
Last Name MASTHEAD
College COLLEGE
Height 6 ft 0 in
Weight 165 lbs
Handedness Right
Appearance Dark
Facial Hair Mustache
Hair Style Afro

989
PHO 2
LAL 0
1st 27 21

Box Score

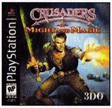
Pros	Cons
• Create-A-Dunk feature • Solid gameplay	• Too many blocks and steals • Some weird player animations

●●●○○

OPM Rating

RATING PENDING RP CONTENT RATED BY ESRB

Developer	3DO
Publisher	3DO
Genre	Adventure



1 Player
Memory Card 1~6 blocks
Analog Control Compatible
Vibration Function Compatible

Crusaders of Might & Magic

Decent, but doesn't live up to the name

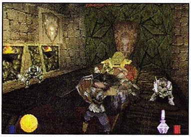
I have to admit that Crusaders is a more solid title than I expected, in spite of the fact that it's a severely simplified take on the Might and Magic PC franchise.

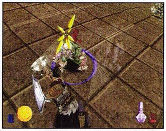
I think it's easy to underestimate this game based on the badly rendered, horribly cliché intro with the cheesy guitar rock and overly excited action-flick voice-over. But once you get into it, you realize this isn't just a toss-off game designed to capitalize on a familiar name; there's actually some substance here.

For one thing, Crusaders does a fairly admirable job of incorporating traditional RPG elements into a 3D adventure environment. A number of spells, potions and attacks add some simple strategy to the mix, and the surprisingly detailed character models add some personality. The graphics are generally above average, though the frame-rate could use some work and the camera is in some places just awful. The writing and voice work (other than in the intro) is pretty adequate, though a less contrived story would have been nice. The challenge level is even fairly solid.

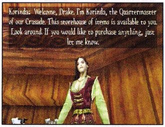
Personally, I would rather have seen a real RPG based on this engine rather than yet another 3D adventure, but for what it is it isn't all that bad. It's well worth a rental, at least.

—Joe Rybicki

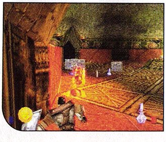




The detailed faces in the character models (right) are surprisingly impressive.



Korinda: Welcome, Drake. I'm Korinda, the Quartermaster of our Crusade. This storehouse of items is available to you. Look around. If you would like to purchase anything, just let me know.



Box Score

Pros	Cons
• Good use of traditional RPG elements • Some nice graphics • Some strategy • Good challenge	• Awful camera • Sluggish frame-rate • Contrived story • Music REALLY out of place

●●●○○

OPM Rating

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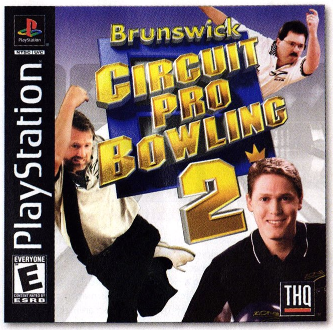
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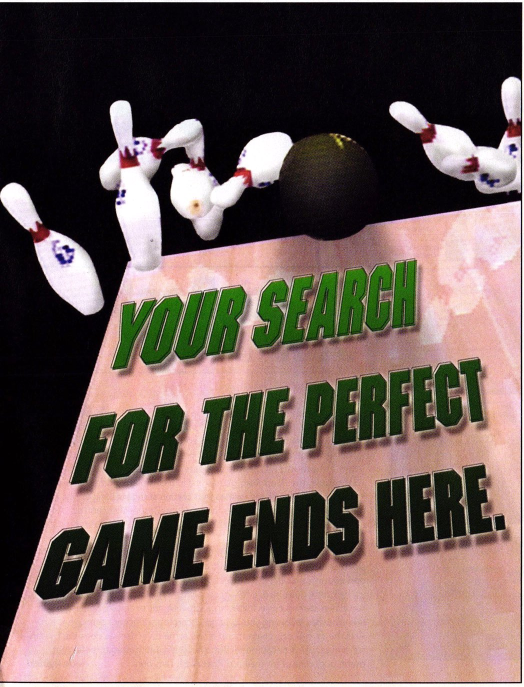
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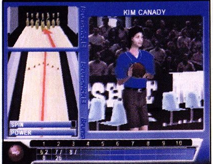
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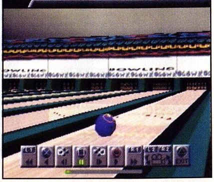


Nine modes of play including brand new Team Play and Skills Challenge

EVERYONE E CONTENT RATED BY ESRB

1 Player

Memory Card 1~6 blocks

Analog Control Compatible

Vibration Function Compatible

Developer Tremor Ent.
Publisher Take 2 Interactive
Genre Strategy

Railroad Tycoon II

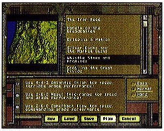
Not quite full steam ahead

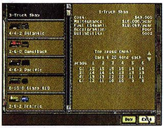
To some people, building a model train is still fun, but to others, building an empire around one is even better. Just don't expect it to be easy.

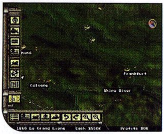
Upon starting a new game, Railroad Tycoon recommends "you read the full manual for full information on how to play"—and for good reason: This game's controls are hard to get a handle on. Railroad Tycoon was originally designed for the PC long ago, and its clunky layers of buttons and sub-menus can't hide that. An in-game tutorial makes learning the game a little easier, but the curve is still a little too steep, even for the best locomotive engineers.

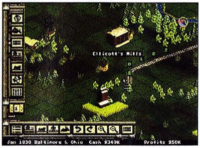
The game itself is quite good once you get into the swing of it—it just takes awhile to get swinging. Once you have a few routes and trains set up, it's a lot of fun—sort of like Sim City, but with trains and more of a purpose. The graphics are drab and unbefitting of the PlayStation hardware, but the real rewards come from taking over other train companies and enveloping the world in your iron grasp. That is, if you don't mind spending as much time fiddling through menus as you do executing business decisions.

—Kraig Kujawa









To say Railroad Tycoon graphics are lackluster would be a gross understatement.

Box Score

Pros	Cons
• Very in-depth simulation	• Tough to get up to speed
• Entertaining once you get a handle on it	• Lame graphics
	• Cumbersome interface

● ● ● ○ ○

OPM Rating

TEEN T CONTENT RATED BY ESRB

1~4 Players

Memory Card 1~6 blocks

Analog Control Compatible

Vibration Function Compatible

Developer Electronic Arts
Publisher Electronic Arts
Genre Action

Road Rash: Jail Break

Imprisoned by mediocrity

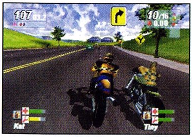
Sometimes I wonder if game companies are really able to evaluate their own products. You'd think that the company responsible for the excellent Need for Speed series would be able to look at a product like Jail Break and realize that it just doesn't have what it takes to compete. But I guess that's not the case.

Of course, the Road Rash games are in a completely different league from the Need for Speed games, but certain standards still apply. A reasonably smooth frame-rate, for example. Responsive controls. And at least adequate graphics.

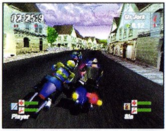
Jail Break has none of these: The game feels like every race is being run through mud, turning and attacking your fellow bikers is pitifully slow, and the graphics, while not completely unredeemable, can get bad enough that they're distracting.

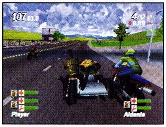
The game does have a few good points. It's always fun to see bikers get run down several times following a wipeout, for example. Special moves like wheelies (allowing you to jump oncoming traffic) are somewhat fun. And the Five-O cop chase mode offers some diversion, as does the hysterical two-player Sidecar mode. But overall it's a forgettable rental that merits a purchase for die-hard Road Rash fans only.

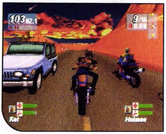
—Joe Rybicki



Arguably the best feature in Jail Break is the Sidecar mode (right), in which two players team up on a single vehicle.







Box Score

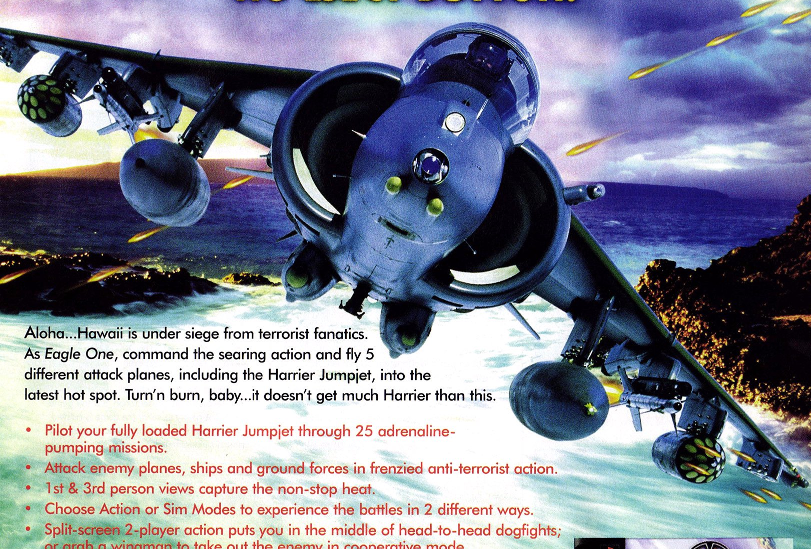
Pros	Cons
• Some nifty special moves	• Sluggish frame-rate
• Five-O mode	• Unresponsive controls
• Two-player modes	• Weak graphics
• Mindless fun	

● ● ○ ○ ○

OPM Rating

EAGLE ONE
HARRIER ATTACK™

GOLDEN BEACHES, SWAYING PALMS, DEADLY TERRORISTS...
NO EJECT BUTTON.



Aloha...Hawaii is under siege from terrorist fanatics. As *Eagle One*, command the searing action and fly 5 different attack planes, including the Harrier Jumpjet, into the latest hot spot. Turn'n burn, baby...it doesn't get much Harrier than this.

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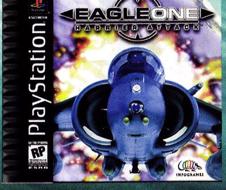
- 1st & 3rd person views capture the non-stop heat.
- Choose Action or Sim Modes to experience the battles in 2 different ways.
- Split-screen 2-player action puts you in the middle of head-to-head dogfights; or grab a wingman to take out the enemy in cooperative mode.



PlayStation

INFOGRAMES

RATING PENDING
RP
CONTENT RATED BY ESRB

GLASS GHOST

www.eagleone-thegame.com

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Review Recap

The final word—official and unbiased

Resident Evil 3 Nemesis

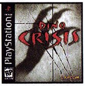
A roundup of the most notable games of recent months

Crash Team Racing

CTR is one example of a mascot racer that is so solid as to make the use of the familiar mascots nearly irrelevant. The game has an excellent racing engine, with solid controls and a ton of different courses. Though it may seem a typical cart-style racer, the innovative Turbo system adds a great level of strategy. And the exceptionally robust multiplayer options just sweeten the deal.

OPM Rating ●●●●●

Dino Crisis



As you might expect, Dino Crisis bears a strong resemblance to Resident Evil, though there are a number of significant differences. Tougher enemies, more challenging puzzles and more exceptional graphics are the major points; the game also excels in story, music, and even voice acting.

OPM Rating ●●●●○

Driver

It's a brilliant idea: Conduct any number of suspicious car-related activities in locations modeled after four real-world cities. Throw in one of the most entertaining driving engines around and you've got a truly exceptional game. Sure, it's a bit unpolished, but you'll love it anyway.

OPM Rating ●●●●○

Final Fantasy VIII

Somehow this game manages to exceed the high expectations set upon it. The game features an epic story, mind-blowing graphics, and the innovative Guardian Force system. Some elements of the battle system can get tedious, but they don't hurt the game enough to matter.

OPM Rating ●●●●●

Grandia

Though packed with unique ideas and new features, Grandia somehow feels as comfortable as your favorite older RPG. An innovative battle system makes combat interesting, and an elegant character advancement system encourages players to seek out battles, which can be a chore in other RPGs. Unfortunately, the dialogue and voice acting is depressingly awkward.

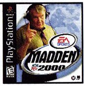
OPM Rating ●●●●◐

Legacy of Kain: Soul Reaver

Graphically, Soul Reaver looks like it shouldn't even be *possible* on the PlayStation. Great textures, exceptional level design and brilliant character models and animation make this game a joy to look at. The gameplay isn't quite as superlative: Enemies are too sparse, and the great graphics bog the game down a bit. Still, it's a fantastic game overall.

OPM Rating ●●●●◐

Madden NFL 2000



EA has managed to significantly improve the Madden engine so that it runs faster, cleaner and more smoothly. But it's in AI and realism that Madden 2000 really stands above the competition. Truly, this is the best football game ever.

OPM Rating ●●●●●

Medal of Honor

After playing just a few levels, it becomes obvious that a lot of effort went into making this game feel authentic. While Medal of Honor could have been just a Wolfenstein 3D rehash, this realism makes it an extremely compelling game, with plenty of stealth action to keep the tension levels high—and plenty of atmosphere in the form of top-notch graphics and sound. The biggest problem is the so-so multiplayer.

OPM Rating ●●●●○

Metal Gear Solid VR Missions

If for some reason you didn't like MGS, this game won't convert you, but if you did, you'll love this puzzle-game take on the PlayStation classic. The game offers plenty of challenge throughout the 160 mini-levels, ranging from the cerebral to the reflex-oriented.

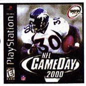
OPM Rating ●●●●○

NFL Blitz 2000

The main improvements with this sequel lie within the multiple layers of depth that have been added. The most significant feature is the four-player two-on-two competition, since the addition of a human teammate completely changes the game. Though the graphics aren't similarly enhanced, they're more than adequate. This is one pigskin title that's simply a blast to play.

OPM Rating ●●●●●

NFL GameDay 2000



If football games were judged solely on pizazz, GameDay 2000 would be rated the best ever. The atmosphere is without peer, from the play-by-play to the television-style presentation. But the gameplay is not nearly as solid; the game is riddled with bugs, as well as enough inaccuracies and general silliness to drive any hardcore football

recap pick of the month

Gran Turismo 2

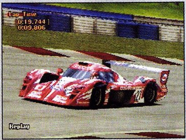
Let's just get this out of the way right now: Gran Turismo 2 is the greatest racing game ever made. Consider: nearly 600 cars. Twenty-seven unique courses. And the most accurate racing engine we're likely to see in our lifetimes.

The licensing system has been expanded and modified to ensure that it's both helpful and fun (well, as fun as a license test can get), a number of new special-event races have been added, and the engine has been tweaked to offer even more realism, just to name a few of the many improvements.

Now, the game is seriously buggy, and lacking in some significant features that even the original had, testifying to the fact that it was rushed out for Christmas. But GT2's strengths far outweigh these not-insignificant flaws.

This is not a game for arcade-racing fans, but any auto afficionado will want to take it out for a spin.

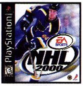
OPM Rating ●●●●●



fan mad. If you're a casual fan, though, you may find it more enjoyable than the more serious Madden 2000.

OPM Rating ●●●●○

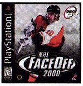
NHL 2000



With NHL 99 having come under fire for its sluggish framerate and game speed, it seems that EA may have overcompensated with NHL 2K: The game moves so fast that it actually interferes with the control. But the overwhelming number of features—from the great atmosphere and presentation to any stat a hardcore hockey fan could possibly want—make it worthwhile anyway.

OPM Rating ●●●●○

NHL FaceOff 2000



This may be 989 Sports' most improved game yet. To start off with, they did a great job of balancing game speed and control. Add the superb graphics and you have a game that's nice just to look at. Though FaceOff doesn't have the same depth of features as NHL 2K, it's still a solid game.

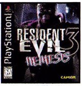
OPM Rating ●●●●○

Quake II

Hammerhead amazed everyone (including id, the game's original designers) by unleashing an entirely adequate port of a very processor-intensive PC title. The game enjoys a solid frame-rate throughout, even in the four-player split-screen mode. It's an extraordinary multiplayer shooter—but as bland as the original when it comes to the single-player missions. Still, it's a great achievement.

OPM Rating ●●●●○

Resident Evil 3 Nemesis



Atmosphere is critical to a game like Resident Evil, and Nemesis sets the mood beautifully. It's filled with unexpected surprises, swarms of enemies (sometimes up to eight zombies crowd around you at once) and a good balance of hold-your-breath suspense and shotgun-pumping action.

OPM Rating ●●●●◐

Thrasher: Skate & Destroy

This game faces some stiff competition from the beginning in the form of Tony Hawk's Pro Skater, but manages to stand up reasonably well in spite of Tony Hawk's enormous success. The emphasis here is far more on realism than on spectacular, insane tricks. This means the game's a good deal harder, with a more complex trick system and a higher level of challenge overall.

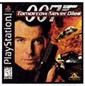
OPM Rating ●●●◐○

Tomb Raider The Last Revelation

Lara's last adventure is finally supported by a solid story, challenging puzzles and more focused gameplay. And though the game isn't a huge leap graphically, it is the best looking edition in the series. It's also packed with bugs and frustratingly nasty challenges. Not for the impatient or faint of heart.

OPM Rating ●●●●○

Tomorrow Never Dies



Though it seems like this game was in the works forever, the finished product is pretty satisfactory overall. The espionage-laden story is broken up by occasional minigame-style segments that help keep the story moving along. Unfortunately, when the action heats up the frame-rate drops unpleasantly.

OPM Rating ●●●◐○

Tony Hawk's Pro Skater

This may very well be the best skateboarding game on any system yet. A hearty and intuitive trick system provides the core of this game, while convincingly spacious environments set the stage for the skating goodness. Excellent graphics and loads of replay value round out the package.

OPM Rating ●●●●◐

Twisted Metal 4

989 Studios did a nice job of recovering from the weak Twisted Metal 3. They threw in a bunch of new features, like the ability to build your own vehicle, and cranked up the speed. There's still some slowdown, and the four-way split screen is all but useless, but it's a more solid game overall.

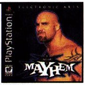
OPM Rating ●●●●○

Vigilante 8: 2nd Offense

Though the graphics are every bit as good as the original and the engine is every bit as robust, the Quest mode in V82 is missing the flair that made the original so entertaining. Plus, the auto-aiming weapons make this one too easy for auto-combat veterans.

OPM Rating ●●●○○

WCW Mayhem

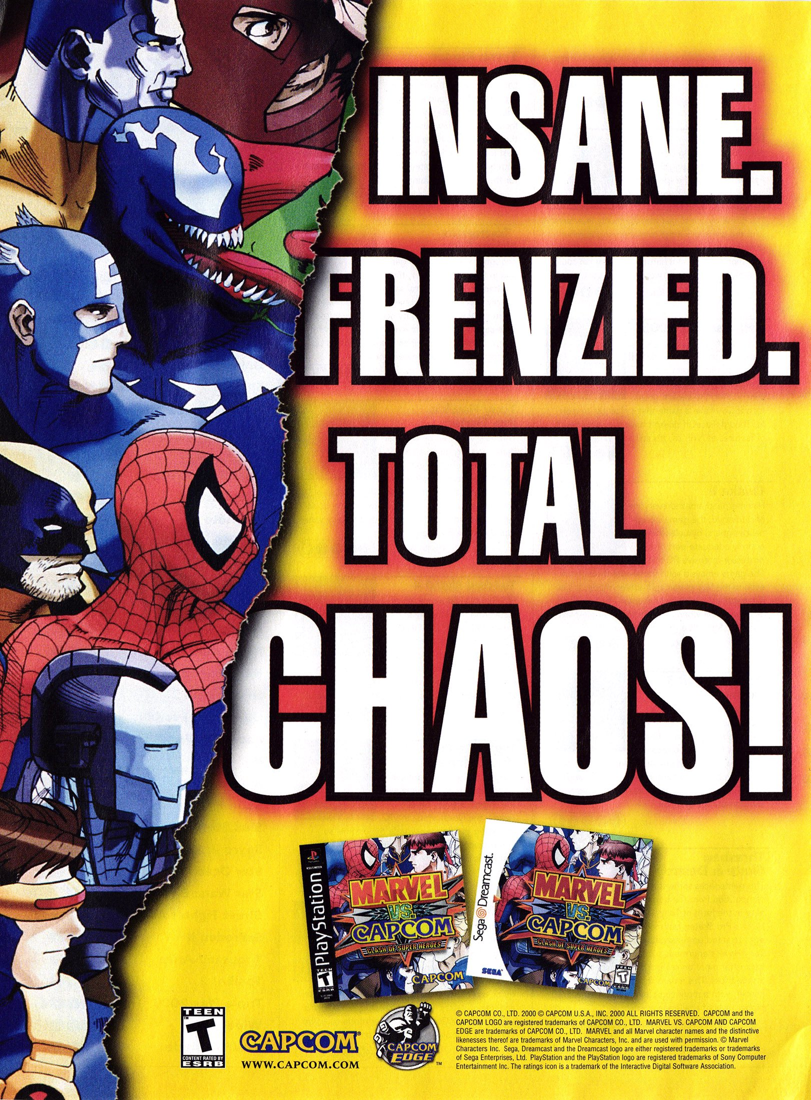


Though this isn't the best wrestling title we've seen, it is a promising first foray into the ring for EA. The game sports detailed character models, quick and realistic (though a bit jerky) animation and lots of extras. Occasionally sluggish controls and an inferior Create-a-Wrestler mode could be improved, but overall it's a fairly solid game.

OPM Rating ●●●◐○

Ratings at a Glance

Ape Escape	●●●●●
Activision Classics	●●○○○
Bloody Roar 2	●●●●○
Brave Fencer Musashi	●●●●○
Breath of Fire III	●●●◐○
Bugs Bunny: LiT	●●●◐○
Civilization II	●●●●◐
Contender	●●●●○
Crash: WARPED	●●●●●
Demolition Racer	●●●●○
Dukes of Hazzard	●◐○○○
Ehrgeiz	●●●◐○
Fighting Force 2	●●○○○
Final Fantasy Anth.	●●●●◐
Gex 3	●●●◐○
Guardian's Crusade	●●●○○
Jade Cocoon	●●●◐○
Jet Moto 3	●●●◐○
Legend of Legaia	●●●●○
Lunar: SSSC	●●●●◐
Metal Gear Solid	●●●●●
MLB 2000	●●●●○
Mortal Kombat 4	●●●◐○
NCAA Mar. Mad. 2K	●●●●○
Need For Speed: HS	●●●●◐
NFL Xtreme 2	●◐○○○
OW: Abe's Exoddus	●●●●◐
Pac-Man World	●●●●◐
R4	●●●●○
R-Type Delta	●●●●◐
SaGa Frontier 2	●●●◐○
Sled Storm	●●●●○
Spyro 2: Ripto's Rage	●●●●◐
Star Ocean: 2nd Story	●●●●◐
Star Wars: Ep I—TPM	●●●○○
Street Fighter Alpha 3	●●●●●
Suikoden II	●●●●○
Thousand Arms	●●●●○
Tomba! 2	●●●●○
Triple Play 2000	●●●●◐
Wipeout 3	●●●●○
WWF Attitude	●●●●○


PlayStation
MARVEL VS. CAPCOM
CLASH OF SUPER HEROES
CAPCOM
TEEN T ESRB
Sega Dreamcast.
MARVEL VS. CAPCOM
CLASH OF SUPER HEROES
SEGA
CAPCOM
TEEN T ESRB

INSANE.
FRENZIED.
TOTAL
CHAOS!

TEEN T CONTENT RATED BY ESRB

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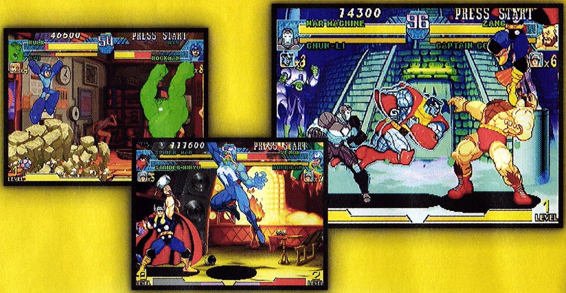

46500
PRESS START
HULK
RYU
ROCKMAN
LEVEL
14300
96
PRESS START
WAR MACHINE
ZANGIEF
CHUN-LI
CAPTAIN COMMANDO
LEVEL
177600
PRESS START
SPIDER-MAN
VENOM
STRIDER HIRYU
MORRIGAN
LEVEL

MARVEL® VS. CAPCOM®
CLASH OF SUPER HEROES™

87400
PRESS START
JIN
RYU
CAPTAIN COMMANDO
VERY GOOD
LEVEL

178000
PRESS START
RYU
CAPTAIN COMMANDO
LEVEL

Imagine the battle: Spider-Man vs. Mega Man... Incredible! Or, who would stand victorious in Strider vs. Captain America? Amazing! Now, Capcom brings this #1 smash arcade fantasy fighter to the PlayStation® game console *and* Sega Dreamcast™. Experience the world's most insane battles between your favorite legendary Capcom characters and Super Heroes of the Marvel Universe.

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Sega Dreamcast.

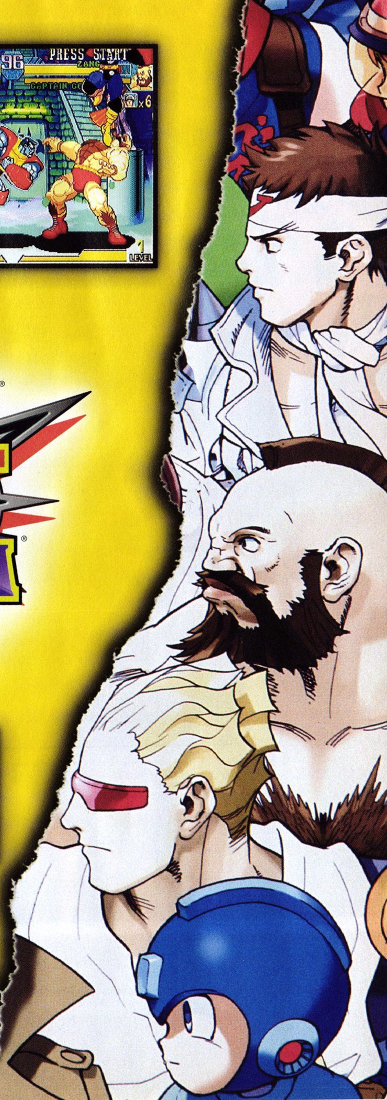


Illustration by Allan Ditzig

OPM 1999 Editors' Awards

With the tantalizing promise of PlayStation2 looming ever closer, the pipeline of quality games shows no sings of drying up. 1999 was an exciting year of refinement, where games such as Tony Hawk's Pro Skater, Medal of Honor, Crash Team Racing and Ape Escape showed the very best of what the PlayStation could do. And while not every game could be an original one, impressive follow-ups such as Gran Turismo 2, Final Fantasy VIII, Madden NFL 2000 and Legacy of Kain: Soul Reaver were show-stoppers that used—rather than abused—their big-name lineages.

1999 is the last year in which the PlayStation will exist only as one platform, for in 2000 everything will change—in a very big and exciting way. So enjoy, if you will, the last incarnation of these awards as they are today.

GAME OF THE YEAR

GRAN TURISMO 2

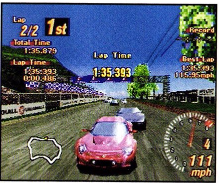
This year's choice for Game of the Year was an exceptionally tough one. Because of the huge selection of extraordinary games released last year, there was no single title that stood out as an unquestionable leader. But among all the great titles, Gran Turismo 2 is such an amazing feat of design that it deserves that special recognition.

The very fact that the game includes such a staggering number of vehicles is enough to make anyone stand up and take notice, but it's the fact that each car is noticeably different from every other that really hammers home the impressive nature of this fine game. And with a racing engine so realistic that it could be used as a primer for Driver's Ed, GT2 is easily the most true-to-life racing game we've ever seen. Add to that the huge selection of races, licenses and special events, plus the excellent Rally mode, and it's not hard to see why we recognize GT2 as our Game of the Year.

Now, some folks may point out the many bugs in the game and wonder how we could give this title to such a flawed product. And believe us, we're well aware that the game is far from perfect: Numerous graphical glitches abound, as well as a few that are significantly more serious. But let's face it: If we only gave awards to perfect games you'd be looking at eight pages worth of empty space. GT2's many strengths still outweigh its weaknesses enough to earn our highest honors.

ACCEPTED BY SCEA

Whenever a sequel to a wildly successful game such as Gran Turismo is in the works, critics eagerly await the final product with extremely high expectations. We are very proud to stand before the gaming industry knowing that we have exceeded these expectations. The vision for Gran Turismo 2 was much more than simply taking a good thing and making it better. Polyphony Digital was challenged with taking a great game and elevating it to new heights. Once again, they have succeeded with flying colors. It is with great honor that we accept this award on behalf of one of our leading development teams from Sony Computer Entertainment Inc., Polyphony Digital, for their commitment to excellence and ingenuity.



RUNNERS UP:

CTR: Crash Team Racing

GT2's long-term playability just barely nudged CTR out of first place.

Final Fantasy VIII

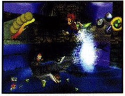
Zell 8262
Squall 8939
Rinoa 2608

The greatest RPG, sure, but the game certainly isn't for everyone.

Tony Hawk's Pro Skater

A bit more challenge and replayability might have snagged the top spot.

Ape Escape

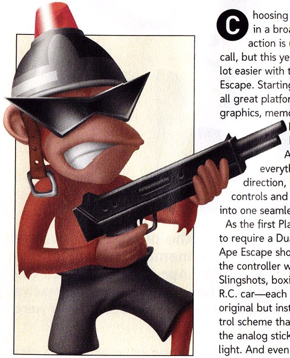


Its revolutionary controls weren't quite enough to earn the highest honors.

BEST ACTION GAME

APE ESCAPE

RUNNERS UP: Spyro 2, Medal of Honor, Driver



Choosing a single best game in a broad category like action is usually a tough call, but this year Sony made it a lot easier with the incredible Ape Escape. Starting with the basics all great platformers share—crisp graphics, memorable characters, all kinds of interesting levels to explore—Ape Escape then took everything in a whole new direction, blending awesome controls and unique gameplay into one seamless mix.

As the first PlayStation game to require a Dual Shock to play, Ape Escape showed everyone what the controller was truly capable of. Slingshots, boxing, rowboats, an R.C. car—each one using a totally original but instantly intuitive control scheme that make you look at the analog sticks in a whole new light. And even with all the moves available (swimming, jumping, flying, crawling, driving, climbing and more) the game never gets confusing or complicated.

It's no accident this game was also nominated for overall Game of the Year—heck, the mini-games alone are better than many of the stand-alone titles we saw over the last 12 months. Finely balanced and polished to a shine, Ape Escape is a showcase title no action-loving PlayStation owner should be without.

ACCEPTED BY SCEA

The action genre is traditionally crowded with some of the best games PlayStation has to offer, so it is truly an honor for Ape Escape to be recognized as the best game of 1999 in this competitive category. Ape Escape represents the creative culmination of more than three years of work and perfectionism, and is a proud testament to the development team's mission: to boldly push PlayStation platform gaming where no game has gone before. Ape Escape sets a new gameplay standard, reaching well beyond the definition of a traditional action game and challenging players to use every ounce of their skills and intuition. We are genuinely honored to accept this award on behalf of the development team at Sony Computer Entertainment Inc.

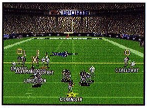
BEST SPORTS GAME

MADDEN NFL 2000

RUNNERS UP:
NFL Blitz 2000, Tony Hawk's Pro Skater, FIFA 2000

One of the main gripes football players had with the decade of Madden football games is that there weren't enough new features or that there were one or two annoying things that kept it from being an elite sports game.

But that isn't the case this year. Thanks to a completely rebuilt engine and an eye for innovation, Madden NFL 2000 marks a true renaissance for a series that was in dire need of a shot in the arm.



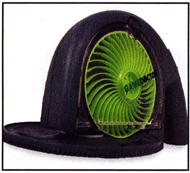
Sporting an almost perfect balance of realism and gameplay, Madden NFL 2000 is light-years ahead of the competition. The game plays smoothly and seamlessly, with no expense to the polygonal graphics that are as detailed as anything seen on a PlayStation sports game.

And while features never overshadow gameplay, it should be noted that the new Madden Challenge is one of the most innovative features to hit sports gaming in a long time, further solidifying Madden NFL 2000's grasp as *OPM* Sports Game of the Year.

ACCEPTED BY JOHN SCHAPPERT,

EXECUTIVE IN CHARGE OF PRODUCTION

It's a thrill for us to be recognized as the sports game of the year by *OPM*. We always listen to feedback from gamers and what we heard loud and clear last year was that the passing game was solid, but we needed to make the running game better. So with Madden NFL 2000 we concentrated on tuning the game so that you can actually see holes open up in the line. You can juke both left and right with your backs. A balanced attack is key for a fun football game and we worked to give people the ability to both run and pass with Madden NFL 2000. I know it sounds simple, but the game just feels right.



BEST ACCESSORY

GAMEDOCTOR

Being a PlayStation magazine, it's only natural that we'd have a closet packed full of just about every peripheral ever released for the system. But guess what: This past year, it seemed the only thing anyone ever raided our closet for was our handy GameDoctor. This nifty device can remove all but the most fatal scratches from any disc—including games, music CDs and even DVDs. And along with the honor of being the most used accessory (besides the Dual Shock, of course), the GameDoctor is the only one to save us money and heartache by rescuing everything from worn copies of our favorite games to battered copies of our beloved music discs.

BEST FIGHTING GAME

STREET FIGHTER ALPHA 3

RUNNERS UP: Ehrgeiz, Fighter Maker, Bloody Roar 2

BALROG
75
CHUN-LI
MAX
MAX

It's not a stretch to call the Street Fighter series legendary, but it is surprising that on a console that is laden with top-quality 3D brawlers, 2D would re-emerge victorious. The third installment in the Alpha series is easily the best yet, with an outrageous amount of selectable characters and a vast ocean of play modes. You can even select specific play-style parameters from any of the previous SF games, giving fight fans incredible flexibility. Almost everything that can be improved upon was—like character animation, background graphics, music, play balance and so on. Of course all of these features would not have been as impressive if the conversion from arcade to PlayStation were any less magnificent than it was: virtually no loss in any area except for loading times (which is something you just have to live with). The best fighting game of the year and one of the tops of all time.

ACCEPTED BY NORETAKA FUNAMIZU, PRODUCER

Thank you very much for this award. With SFA3 we tried to keep the gameplay very close to arcade-perfect while incorporating as many extra features as imaginable. Unfortunately there are no current plans to expand on the SF Alpha series—I'm concerned about the future of 2D fighting games...are they destined to disappear? I don't wanna believe it...

KEN
95
KARIN
2HIT

BEST RPG

FINAL FANTASY VIII

RUNNERS UP: Lunar: SSSC, Grandia, Star Ocean

What a difference a year makes! When Square's Xenogears took home the Best RPG award last year, it was one of just a few games worthy of that honor. This time, though, the choice is much tougher, with plenty of topnotch titles to choose from. But despite the more crowded playing field, Square managed to win yet again with the brilliant Final Fantasy VIII.

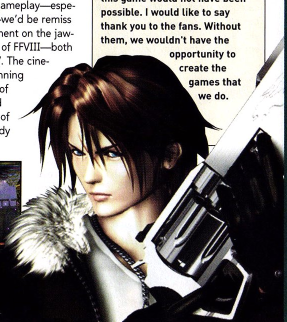
This wasn't an easy decision to make. Why? Lunar had a better story. Grandia had a more rewarding battle system. Star Ocean had that remarkable depth. And Suikoden II had that brilliant score. But none of the games put together all these elements quite like FFVIII. With a strong story, likable characters, an all-new Guardian Force battle system, and that highly addictive card mini-game, FFVIII managed to outshine the competition.

Finally, while graphics should never outweigh gameplay—especially in an RPG—we'd be remiss if we didn't comment on the jaw-dropping images of FFVIII—both in-game and FMV. The cinematic angles, stunning artistry and style of FFVIII helped add yet another layer of polish to an already great game.

ACCEPTED BY YOSHINORI KITASE, DIRECTOR

I would like to thank the entire FFVIII team—so many people worked diligently on this title for over two years. Without each and every one of them, this game would not have been possible. I would like to say thank you to the fans. Without them, we wouldn't have the opportunity to create the games that we do.

Quistis 3805
Squall 8627
Rinoa 7493



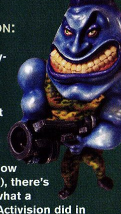
The Rest of '99

BEST "KIDS" GAME:
40 WINKS
With its fun characters, sharp, cartoony graphics, and gameplay that's naturally simple rather than artificially dumbed-down, 40 Winks was one of the few bright spots this year in a sea of mediocre and horrible children's titles.

WORST USE OF A LICENSE:
ACCLAIM WITH SOUTH PARK
It takes talent to execute the hat-trick of crap, but Acclaim managed to do it with South Park, South Park Rally and Chef's Luv Shack.

MOST INNOVATIVE:
MTV MUSIC GENERATOR
Who would have thought that the PlayStation could actually support an honest-to-goodness music sequencer (albeit a rather simple one)? Kudos to Codemasters for "thinking outside the box."

GAME MOST LIKELY TO MAKE YOU PULL YOUR HAIR OUT:
RC STUNT COPTER
This game was billed as the simulator that would save you thousands by teaching you the ins and outs of remote control choppers without the costly wrecks. The result is very challenging game that shows you exactly why flying RC copters is a hobby that can make you go broke faster than day-trading.



BEST PC CONVERSION:
QUAKE II
Although keyboard-heads might shun Quake II as being old hat (for those living in a cave Quake III Arena is now on the scene), there's no denying what a brilliant job Activision did in faithfully bringing this multiplayer bonanza to the PlayStation.

The Rest of '99 (cont.)

WORST GAME:
SHADOW TOWER
You know a game has problems when more than one person asks if it was made on a Yaroze home development system. Sub-first-generation graphics, clunky framerate, horrible gameplay and buggy to boot. Bury this one next to Bubsy 3D and The Fifth Element.

BEST ORIGINAL SCORE:
SUIKODEN II
Sure, lots of RPGs have sweeping, cinematic musical scores, but no other game even comes close to the beautiful compositions found in Suikoden II. These pieces really get the blood pumping, and prepare you for the revolution ahead!

BEST COMEBACK:
TWISTED METAL 4
Admittedly, after Twisted Metal 3 disappointed us, we almost left this franchise for dead. 989 managed to reverse most of the problems and put the sugar back in Sweet Tooth. The big question now is whether the next Twisted Metal will appear on the PS, PS2, or both. Either way, we'll be ready to play it.

BEST PARTY GAME:
YOU DON'T KNOW JACK!
We can't believe it took so long for this game to come out, but now that it has, hordes of game show fans can turn their attention from Regis and his tired, millionaire spiel.

UGLIEST CHARACTER:
YOUNG LARA
You would think Eidos would have been more careful as to how they made their money-printing vixen appear in her youth. Instead, she looks like a Keebler elf beaten to a pulp with the ugly stick. My how she's aged.

SEXIEST CHARACTER:
ZAN (OF RISING ZAN)
Agetec, the makers of his game, described Zan as a "super ultra sexy hero," and we couldn't agree more. We're not sure if it's his floppy Western hat, the mysterious Chinese symbol on the back of his jacket, or his aura of confidence that makes him irresistible, but one thing is certain: Zan is definitely the ladies' man.

BEST RACING GAME

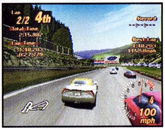
GRAN TURISMO 2

RUNNERS UP: Crash Team Racing, R4, Need For Speed IV

Seeing as how we named GT2 our Game of the Year, it should come as no surprise that it also earns the award for Best Racing Game of 1999. But this wasn't as easy a choice as it might appear: CTR's lighthearted style and multiplayer options made it an exceptionally strong contender, likewise with R4's balls-to-the-wall arcade format and gorgeous graphics.

But if you've spent any time with GT2, you no doubt understand why this excellent game was worthy of this award. If you haven't played the game yourself, here's a brief rundown of its strengths: You take your pick from one of almost 600 real-life vehicles (and if your own car is one of the 600, so much the better). You take it out on the track, getting a feel for the ultra-realistic physics engine. You compete in a huge selection of events, bringing home credits with which to upgrade your vehicle or buy new ones (and sometimes bringing home a new vehicle as well). Then you take your new vehicles out on the courses and work out the intricacies of the new car, slowly learning the difference in handling between front-, rear- and all-wheel drive cars; between gear ratios and clutch mechanisms; between different tires and different suspensions. And you proceed through a series of license tests which gradually teach you how to drive these incredibly powerful machines.

If all this doesn't make a game the top racer of the year, we don't know what does.



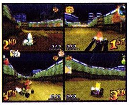
ACCEPTED BY SONY CEA

Strict attention to detail has truly been the main key to the overwhelming success of Gran Turismo 2. First and foremost our goal was to develop a game that would not only offer an unprecedented number of cars and tracks to select from, but would precisely mirror realistic components of racing such as handling, sound effects and track design. Knowing the high expectations of die-hard racing gamers, Polyphony Digital painstakingly saw to it that Gran Turismo 2 would deliver the best, pushing the racing genre to an entirely new level. For all of the hard work and attention to detail, we are proud to accept this award on behalf of the Sony Computer Entertainment Inc. and Polyphony Digital partnership.

BEST MULTIPLAYER GAME

CRASH TEAM RACING

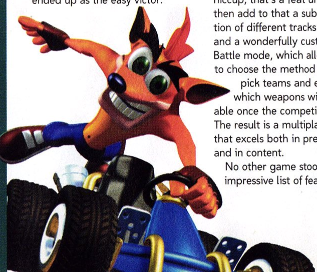
RUNNERS UP: You Don't Know Jack!, Quake II, NFL Blitz 2000



When it comes to naming the Best Multiplayer Game of any year, it's important to consider nominees from every genre, which sometimes makes this a particularly tough category to call. But when the time came to cast our ballots for this year's award, Crash Team Racing ended up as the easy victor.

First of all, consider the fact that this action-intensive game manages four-player split-screen without a hiccup; that's a feat unto itself. But then add to that a substantial selection of different tracks and arenas and a wonderfully customizable Battle mode, which allows players to choose the method of scoring, pick teams and even select which weapons will be available once the competition begins. The result is a multiplayer game that excels both in presentation and in content.

No other game stood up to CTR's impressive list of features.

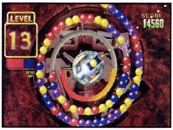


ACCEPTED BY DANIEL AREY, DESIGNER

The entire staff at Naughty Dog is very pleased and proud to accept this award. From the beginning, we set out to make a game that had continued playing power, fueled by what you the gamers brought to each race. To hear the screams, groans, trash talk and laughter makes us confident that Crash Team Racing has tapped a deep vein of human competitiveness which will last for some time.

BEST PUZZLE GAME

BALLISTIC



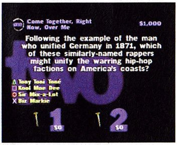
Sure it was a super-slow year for puzzle games, which seemed to totally fall off the map. In fact, our winner was one of *only four* puzzle games we rated this past year. But by no means does that take anything away from how excellent Ballistic is. It received a four-out-of-five rating from us and addicted the heck out of staffers. Very similar to the Bust a Move series, Ballistic has you shoot at encroaching balls that must be matched to be eliminated. Simple yet challenging—all you can really ask for or want in a puzzle game.

BEST MISCELLANEOUS GAME

YOU DON'T KNOW JACK

RUNNER UP: **MTV Music Generator**

The category of "Miscellaneous" can include a number of radically different styles of game, so it's not an easy category in which to pick a winner. Nevertheless, You Don't Know Jack!, being easily the best game show-style title the PlayStation has seen yet, earns top honors with its excellent writing, hysterical (and disturbingly lifelike) host, and huge selection of questions. MTV Music Generator was a close second pick, but YDKJ!'s more universal appeal won out, since Music Generator is definitely for more of a niche audience.



Following the example of the man who unified Germany in 1871, which of these similarly-named rappers might unify the warring hip-hop factions on America's coasts?

△ Tony Toni Toné
□ Kool Moe Dee
○ Sir Mix-a-Lot
X Biz Markie

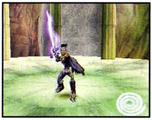
BEST ADVENTURE GAME

LEGACY OF KAIN: SOUL REAVER

RUNNERS UP: **Resident Evil 3: Nemesis, Dino Crisis, Silent Hill, Syphon Filter**

Last year was a great one for adventure games: RE3, Dino Crisis and Silent Hill represented some of the finest specimens of the "survival horror" sub-genre, while Syphon Filter mixed Tomb Raider with Metal Gear Solid to create one of the most promising new franchises of the year. But it was the long-awaited arrival of the much-delayed Soul Reaver that turned the most heads around this office.

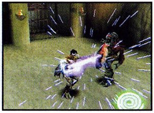
The game starts with a dark premise: You play the role of an ex-vampire seeking vengeance on his former master, doing a little fratricidal housecleaning on the way.



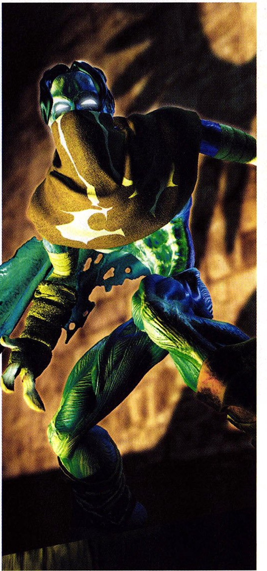
Soul Reaver includes a number of innovative puzzles, a nice collection of moves and abilities for Our Undead Hero, and a giant world free of the nasty load times that plagued the first Legacy of Kain.

Most stunning, however, are the eye-popping graphics. Deft use of texture and lighting combine with realistic, dramatic architecture to create one of the most visually rich games of the year.

Granted, we have our complaints about this one: The world is a bit less populated than we'd like, and the engine is prone to periodic slowdown. And then there's that ending... or more specifically, the lack thereof. But for us, the ending of "To Be Continued..." inspired, not outrage, but rather anticipation of the forthcoming sequel.



One might argue that Nemesis or Dino Crisis offered a more solid, complete gaming experience, but seeing as how both were grounded in the basic Resident Evil formula, Soul Reaver's originality—not to mention the unbelievable presentation—edged out these strong contenders when it was all over.



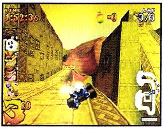
ACCEPTED BY AMY HENNIG, PRODUCER/DIRECTOR

Even after all the hard work, and despite our faith in the project, we're still stunned (and gratified) to hear that Soul Reaver has struck such a chord with the gaming public—I guess Raziel represents the disaffected, jawless blue guy in all of us. We'd like to thank the gaming press (and particularly the folks at *OPM*, of course) for all their support and enthusiasm over the last couple of years. The editorial praise really buoyed the team's spirits during the bleaker periods of Soul Reaver's development. We're hard at work on the sequel, and look forward to the official unveiling at this year's E3. As we're in the midst of development, gamers' feedback is not only welcome but appreciated: Post your feedback to the Soul Reaver Forum at www.eidosinteractive.com. We read the message boards regularly, so it's a great forum to get your input directly to the team. So thanks again—after all the effort, it really warms our cockles to know that so many people have genuinely enjoyed the game.

BEST GRAPHICS

CRASH TEAM RACING

RUNNERS UP: Final Fantasy VIII, Soul Reaver, Omega Boost, R4

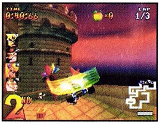


ACCEPTED BY DANIEL AREY, DESIGNER

After pouring our heart and soul into a game for well over 12 months, there is no greater joy than having the game be so well received by players and press alike. From the programmers whose technology allowed the look to be so solid, to the fantastic artists whose aesthetic eye made the Crash Universe come alive yet once again, to the wonderful support from our friends at Sony, we would like to congratulate everyone who worked so hard in making this game what it is.

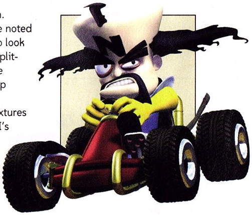
Naughty Dog has produced some of the best-looking PlayStation games since they first launched the original Crash Bandicoot, way back in '96. So it shouldn't come as a surprise to anyone that CTR boasts the best graphics of any game of 1999 (especially considering that Crash 3 earned top honors in this category last year).

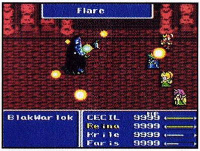
What is surprising is just how deftly the game is illustrated. It's not just what's *in* the game, though CTR does boast a bevy of Naughty Dog graphical standards like real-time reflections, vertex-morphing animations and real dynamic z-buffering for water effects. What CTR is possibly most notable for is what *isn't* in the game: Specifically, there's no pop-up, draw-in, fogging or other such unsightliness that tends to plague racing games. That's a feat that no similar title has yet accomplished, and it testifies to the excellence of the game's graphical team.



Oh, and it should also be noted that the game continues to look great even in four-player split-screen mode (though some effects are dropped to keep the frame-rate up).

Neither Soul Reaver's textures and architecture nor FFVIII's melding of real-time and rendered graphics were enough to overtake this visual treat.





BEST RETRO GAME

FINAL FANTASY ANTHOLOGY

RUNNERS UP: Pong, Arcade Party Pack, Lunar: SSSC

Either one of the two games in this collection (Final Fantasy V and FF VI) by themselves would be a contender for retro game of the year, but together it's no contest. Anthology may not have the aesthetic sparkle or shine of modern RPGs—after all, both of these games are direct ports of the 16-bit Super Nintendo versions—but for pure gameplay there are few better titles on the PlayStation, this or any year. FFV's groundbreaking job system, VI's epic storyline and unforgettable characters, both games' classic combat, tough bosses, and wholly immersive atmosphere—are all things that allow Anthology to stand the test of time.

BEST STRATEGY GAME

CIVILIZATION II

RUNNERS UP: Warzone, Worms: Armageddon, Vandal Hearts 2

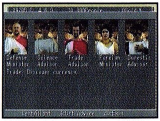
For a long time, Sid Meier's Civilization II has been known as one of the best PC strategy games of all time, which makes it all the more surprising that it took this long for someone to bring it to the PlayStation.

The age of this classic game made it a bit difficult for us to hand the award to Civilization II, but reason prevailed: Why should such a timeless gem be penalized for outlasting the shiny, new competition? Instead, it should be rewarded—even if the game's trophy case of accolades is already filled to the brim.

In spite of Activision porting it to the PlayStation with minimal effort (the graphics are practically the same as they were years ago), Civilization II's gameplay is so rock-solid that it easily shines through any lackadaisical effort—and luckily the control scheme is PlayStation-friendly (unlike many PC ports).

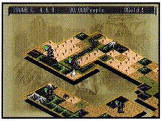
The game is as complicated or easy as the player wants it to be, and not just through the standard means of adjustable difficulty levels. For example, you can conquer the world through force, or embrace it and explore the stars through diplomacy and superior technology and commerce. This game doesn't just let you conquer the world, it also serves as a hell of an entertaining encyclopedia that teaches you quite a bit as well.

Oh, and bombing natives with Stealth Fighters is fun too.



ACCEPTED BY JOHN HEINECKE, BRAND MANAGER

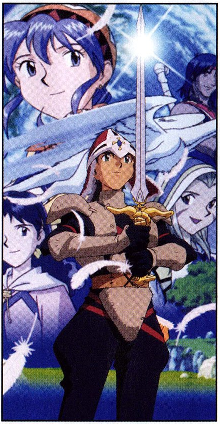
This award is a testament to the strength of Sid Meier and Brian Reynold's original design for Civilization II. The key to success is that the inherent fantasy of the game is compelling to gamers on any platform-you are a leader of a great civilization that must rise above the others by mastering science, military and diplomacy. Every decision you make has repercussions, and the game is different every time you play it. That is why Civilization II is so unique.



BEST STORY

LUNAR: SSSC

RUNNERS UP: FFVIII, Syphon Filter, Suikoden II



Sometimes it's not the story itself but *how you tell the story* that makes all the difference. That's certainly the case with Lunar: Silver Star Story Complete, one of the most engaging and well-written games we've ever played. Sure, the plot wasn't the most original, and we can't deny that the youthful exuberance of Alex, Luna, Nall & Co. was occasionally grating. But with a nearly flawless script, intelligent humor, endearing characters, solid pacing and a plotline that holds together, Lunar stands out as a prime example of why story matters. Plus, the dialogue is so good that it's worth your while to seek out every character and speak with him or her at least twice to see what that person would say next. And then there's the best part of all: an ending that puts some of Hollywood's finest to shame. Another fine effort from Working Designs.

ACCEPTED BY VICTOR IRELAND, PRESIDENT WORKING DESIGNS

Thank you! This award is quite gratifying to receive. We all worked very hard to bring Shigema and Hasebe-san's vision of Lunar to life in English for U.S. consumers. The fact that the involving story and well-defined characters have captured the imagination of a quarter-million RPG fans hopefully will call attention to the difference that attention to detail in an RPG story can make!

BEST SOUND

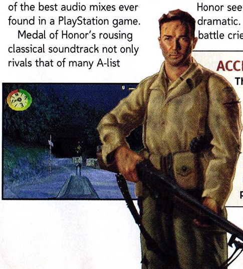
MEDAL OF HONOR

RUNNERS UP: Silent Hill, MTV Music Generator, Soul Reaver

Even though plenty of movie studios have hopped onto video gaming's bandwagon by throwing out plenty of titles, none of them have managed to use their cinematic resources to raise the quality of their games. Dreamworks has not only broken this sad trend, they have utterly shattered it by presenting a game with one of the best audio mixes ever found in a PlayStation game.

Medal of Honor's rousing classical soundtrack not only rivals that of many A-list movies, but it also changes to react to the on-screen gameplay. The war hymns are so riveting that they will surely make even the most frail pacifist want to take up arms and become a Nazi-busting hero.

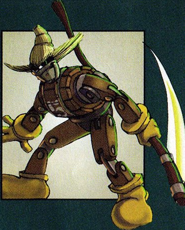
While the music sets the tone, the game's crisp and authentic sound effects are equally as effective at making Medal of Honor seem realistic and dramatic. From the Nazi's battle cries during combat, to the thunderous, booming rumble of a machine gun blazing in a bunker, you'll feel like you're really on the battlefield, *Saving Private Ryan*-style.



ACCEPTED BY ERIK KRABER, SOUND DESIGNER

Thanks to *OPM* for this great honor. It has been exciting to see how people have reacted so positively to the sound in MOH. Thanks to: Michael Giacchino for his beautiful orchestral score; all the voice actors for their strained voices (I apologize for any permanent damage from all the screaming); the entire MOH team for their dedication to this project; and my wife, Tara, for her undying patience. Let's keep pushing the sound envelope in 2000!

The Rest of '99 (cont.)



WORST CHARACTER DESIGN:
THE ENTIRE SHADOW MADNESS CAST

What the hell happened here? These guys look like they belong on a cocktail napkin or stuck to a refrigerator. Seriously, we get reader art from 5-year-olds everyday that looks better than these characters.

BEST VOICE ACTING:
SOUL REAVER

OK, perhaps it is a *little* melodramatic in places, but that's really more the fault of the script. When you have a cast of several accredited voice actors (some of whom can be seen on episodes of *Star Trek: The Next Generation* and *Lois & Clark*–see if you can pick them out yourself!) you're bound to come out far ahead of the pack.

WORST VOICE ACTING:
GRANDIA

Sure, most games are plagued with bad voice acting, but the cast of overeager third-rate talentless simps who lent their voices to Grandia managed to take this category to a new low. Breathless proclamations, bizarre inflections and painful pauses are just a few of the problems. Forget acting–this doesn't even deserve to be called speaking.

MOST IRRITATING VOICES:
JOHN MADDEN AND PAT SUMMERALL

Although he's the icon that represents the best sports game of 1999, John Madden is quickly becoming the low point of this franchise. His repetitive, blustery remarks anti-punctuated by Summerall's zombie-esque mumbles often bleed some excitement out of the game.

GT2

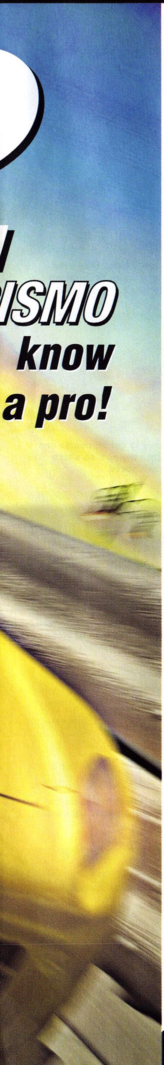
GRAN TUR

Everything you need to
to race like

EXPERT GAMER STRATEGY

by Jim Mazurek
jim_mazurek@zd.com

The long wait is finally over. The sequel to Sony's genre-defining racer is here, and it once again promises to raise the bar by which all other driving games are judged. Sporting more options, more tracks, and a simply obscene amount of cars to choose from, Gran Turismo 2 caters to almost any driving style imaginable.While the game looks similar to its predecessor, the sheer number of events will keep even the most hardcore drivers busy for months to come. Gran Turismo 2 takes everything the first game did right and improves upon it ten-fold. Welcome to the best racer in console history.



THE **SIMULATION** DISC
TECHNIQUES

This guide is written for the Simulation Disc of GT2, and the following techniques are best applied to that disc only. While some of this stuff can be used for arcade-style driving, most of it relates to parts setup/tuning and how to maximize performance. Be sure to check the March issue of *Expert Gamer* for the Arcade Mode update!

1 Making the Class

• Most of the horsepower (HP) restrictions are placed with a fair deal of slack cut into the figure itself. If there is a 400 HP limit on a race or cup, then most of the drivers in that class will be racing around 325-350 HP cars. If it's a 500 HP limit, then the drivers will be driving 400-450 HP cars. To take advantage of their stupidity, **always outclass the computer drivers with added HP when possible**. If a class has a set limit of 400 HP, then you need to find a way to get your car up to 399 HP (beating most of the computer drivers by at least 50). There *are* exceptions to this rule, since the cars change each time any given race is entered.

2 Finding a Car

• Another problem that arises when dealing with class prerequisites is **finding a darn car in the first place**. If you're racing in a 4WD class, then you need a good 4WD car. That's not so hard. But if you're racing in a mid-engine class, you'll need to find a good mid-engine car. That could be a little more difficult. Because of these restrictions (along with the HP limitations), I decided to list a good choice for each race next to the races themselves, saving you both the time and frustration of having to search for them yourself. As you progress through the game, you will learn how to use the better cars for more than one class entry.

3 Spinout Prevention

• As you race progressively faster and faster cars, you'll start to spin out more and more. With all of that gained power and acceleration comes loss of traction, and with loss of traction comes big trouble. To negate this, you'll not only need to buy parts that improve your traction and handling, but you'll also need to **learn how to adjust those very same parts to take full advantage of them**. Setting your ride height lower and stiffening up the spring/dampening rates will help. The Brake Balance Controller can help tremendously by setting up your front brakes to be much stiffer than your rear brakes (preventing your car from getting "loose" in the turns).

Total Time
1:36.068
Lap Time
1:36.068
Best Lap
2
54
mph

4 Toying with Artificial Intelligence

• GT2's computer drivers are good. So good, in fact, that I'm not sure if it's shoddy AI or if they're actually perfect drivers. Either way, these tricks will let you control them and keep them out of your way when trying to finish a race. You can foul up their game plan by using cheap tactics like **1. blocking them during the last lap of a race** or **2. using them as cushions when taking turns too fast**. It may seem cheap to bang into another car and use it to hold your speed during a turn, but it works, and it works well. The computer will always follow the optimal path through any given turn, so if you know where they're going, you can block them out or smash into them.

Total Time
Lap Time
Best Lap
TEXACO
HONDA
3
83
mph

5 Basics of Cornering

• Just as each car has its own distinct handling style, **each turn has its own applied technique**. You'll want to take standard turns slow, using early braking and a bit of the feathered throttle to get the most speed while exiting the turn. Hairpins and chicanes should be taken with extreme caution (especially on Laguna Seca) and often require slowing to a near halt just to exit the turn alive. I've seen far too many gamers go full-steam into a turn and crash, only to do the same thing on the very next lap. The key is to always follow the computer cars through the turns first. That way, you'll know where to gauge your entry and exit speed for any given turn.

Total Time
Lap Time
Best Lap
2
45
mph

6 Buying Your First Car

So you've popped in the disc and booted up a new game only to find that you have a measly 10K to buy your first race car. Not enough to get that Lotus Esprit V8SE that you've been dreaming about, eh? Well, fear not, young game master. We've created a startup guide that provides an example of what you should buy and the order in which you should upgrade your car. And remember, this can be done with many other cars as well—we just became partial to the FTO.

Part/Car	HP	Benefit	Price (CR)
Mitsubishi FTO '94	**167**	**N/A**	**7,519**
Racing Muffler	+13	+accel	4,800
Performance Chip	+4	+accel	1,500
Sports Suspension	N/A	+handling	3,200
Racing Soft Tires	N/A	+handling	6,000
Sports Brake Kit	N/A	+braking	4,800
Weight Reduction ①	N/A	+everything	1,200
Weight Reduction ②	N/A	+everything	5,500
Weight Reduction ③	N/A	+accel	4,500
Port & Polish	+24	+accel	5,500
Triple Clutch	+6	+shifting	4,800
TOTAL	**214(+47)**	**N/A**	**49,319**

B-LICENSE TEST

The B-License is like a set of training wheels for your first bike. It's meant to get you started, but by no means is it a sign of a complete racer. Use it to access some of the low stakes races in GT2 and you'll learn the ropes of road racing in a matter of minutes.

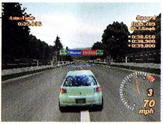
☺ For those of you who completed all of the license tests in the first GT, you can transfer your save data to unlock this license test in GT2!

License Test 1 — Difficulty

Start, Acceleration, & Braking 1

- The start is the most critical time of the test, so you'll need to learn how to effectively launch your car if you want to win a gold medal. The best bet is to rev this car up as high as it can go, since it has an unbelievably low HP overall.

Gold	Silver	Bronze
0:38.650	0:38.900	0:39.800



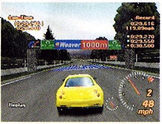
You should aim to slam on the brakes anywhere between 940 and 950 meters.

License Test 2 — Difficulty

Start, Acceleration, & Braking 2

- This is just like the previous test, but with a much more powerful car. Because of this, you'll need to get your speed much higher and brake a bit earlier to make it into the goal area. It's really easy to overshoot, but you're almost guaranteed to make it by your second or third try.

0:29.270	0:29.550	0:30.500



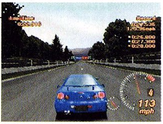
Hit the brakes hard at the 875 meter mark and slide all the way into the goal area.

License Test 3 — Difficulty

Start, Acceleration, & Braking 3

- I'm still boggled as to why they make you do three separate start/stop tests. To win, just hit the brakes at the 875 mark and coast on into the goal area. It seems like only Grandma and Uncle Chester will have a tough time with the start/stop tests...

0:26.800	0:27.300	0:28.000



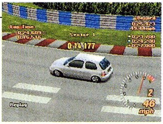
This car is much faster, but it also has a much better set of sports brakes.

License Test 4 — Difficulty

Circle Track 1 – Acceleration Basics

- This one teaches you how to control your acceleration through a set of tough turns. Actually, this is one continuous turn. You'll need to feather the brakes to keep your speed at an acceptable level.

0:23.700	0:24.200	0:27.000



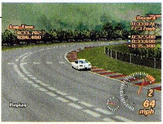
Hug the rumble strips and you'll be fine.

License Test 5 — Difficulty

Circle Track 2 – Acceleration Basics

- Two laps around an 80 meter track without stopping or wiping out? No problem, right? Well, it shouldn't be—especially since you just beat an identical test with a slightly weaker car. To get the gold, you'll need to really push the car to its limits, staying in 3rd gear the entire time around the course.

0:32.500	0:33.600	0:35.300



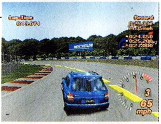
Again, hug the rumble strips and feather the brakes if necessary.

License Test 6 — Difficulty

Basics of Cornering 1

- The first real turning test, this requires you to learn how to feather the brakes as you follow the little yellow line through the turn (hey, the original GT didn't have those!). It's not hard to pass, but it can be a pain if you're shooting for the gold medal.

0:24.650	0:25.200	0:27.000



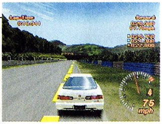
Well, looky here! They even draw you a nice little racing line to follow.

License Test 7 — Difficulty

Basics of Cornering 2

- This is the first test where you'll be thrown into a moving car (from the get-go), so it's key to have your finger on the accelerator even as the track is loading. Once you're rolling, build speed and feather the brakes through the turn. When you exit, try to keep your adjustments to a minimum.

0:20.750	0:21.300	0:22.800



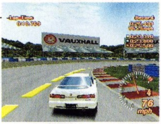
It's easy to get off course and veer into the dirt, so watch your exit speed.

License Test 8 — Difficulty

Basics of Cornering 3

- This is a lot like the previous test, except this one has a right-hand turn instead of a left. Also, note that you won't be thrown into a rolling start (which is why the pass times are all a bit higher than the previous test).

0:23.310	0:23.800	0:25.500



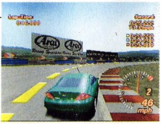
This is an extremely wide turn, and it requires a bit of brake feathering to master.

License Test 9 — Difficulty

Basics of Cornering 4

- Conquering the S-curve can be a cumbersome task the first time through and even more so if you insist on taking it with your foot to the floor. Try backing off the accelerator as you move through the second half of the first turn, then drive deep into the second turn and leave with a high exit speed.

0:23.550	0:24.200	0:26.000



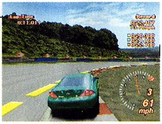
I found it best to ride on the inside of the dotted yellow line.

License Test 10 — Difficulty

Basics of Cornering 5

- This is the same test as the previous one, except you'll be starting with a 62 mph entrance speed. Because of this, you'll want to hit the brakes harder when entering the first turn. Pass it and you've got yourself a B-License. Now go race some GT League races and make some money!

0:20.300	0:21.100	0:22.700



Don't be afraid to get up on the rumble strips—they provide excellent traction.

A-LICENSE TEST

Although the A tests aren't much tougher than the B tests, getting the license itself proves much more valuable. You'll have access to some of the better special events as well as some of the harder GT League races.

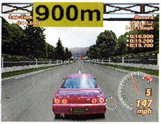
☺ If you completed all of the tests from the original GT, you'll also be able to unlock the A License from the get-go by transferring your save data!

License Test ① Difficulty

High Speed Braking

- They start you off at a much higher speed than the previous start/stop tests, and because of that, you'll need to hit the brakes much earlier in the track. I usually hit them around the 865-875 mark to slide in with ease.

Gold	Silver	Bronze
0:18.800	0:19.200	0:19.700



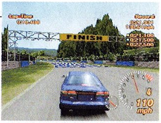
If you're going this fast (147 mph) at the 900M mark, you're toast. Early braking!

License Test ② Difficulty

Cornering & Braking

- The braking on this car is substandard at best, so don't overshoot the goal area by taking that last turn too fast. Start braking early and stop toward the front of the goal area for the best possible time.

Gold	Silver	Bronze
0:21.100	0:21.500	0:22.500



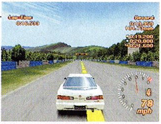
It's good to go fast, but not too fast! Hit the brakes as you exit the last turn.

License Test ③ Difficulty

Intermediate Cornering 1

- Your main troubles with this track will be taking the initial turn at such a high speed. I found it best to induce a powerslide so you can then exit the turn at full throttle (a powerslide is where your car breaks traction and slides into the turn).

Gold	Silver	Bronze
0:19.200	0:20.000	0:21.600



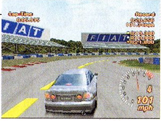
It's key to exit the turn with at least 70 mph carrying you to the finish line.

License Test ④ Difficulty

Intermediate Cornering 2

- Losing the rear end isn't tough to do with a powerful rear-wheel drive car like this (just wait until you get in a 600HP Corvette). You should practice with the overall feel of the car—as opposed to the front-wheel drive cars—since there are certain races in the game where you can only drive a car with this drivetrain.

Gold	Silver	Bronze
0:19.300	0:19.900	0:21.800



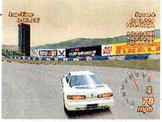
Your first cornering test in a rear wheel drive can be "hella hard" if you're not used to it.

License Test ⑤ Difficulty

Intermediate Cornering 3

- Although it's sharp, the key to running smoothly through a turn like this is to keep a circular approach going throughout. It's true that your car will naturally want to break traction and go into a spin, but your job is to keep the braking smooth enough that this doesn't happen.

Gold	Silver	Bronze
0:12.600	0:13.200	0:14.700



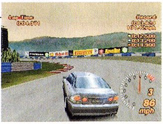
A common mistake of first-time drivers is to take this corner too fast.

License Test ⑥ Difficulty

Intermediate Cornering 4

- I think this test is actually a bit easier than the last one because of the car itself—it's simply much easier to predict. Powerslide your way through the turn while feathering the gas on your way out. Driveability plays a huge role in GT2, and if a car doesn't have it, it sucks.

Gold	Silver	Bronze
0:12.500	0:13.200	0:14.900



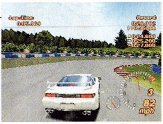
You can actually powerslide and cut right through this turn like a hot knife through butter.

License Test ⑦ Difficulty

Applied Cornering 1

- There are two turns in this test that offer you two chances to screw up. Most 4WD cars are better known for their handling and stability than they are for their precise turning. Because of this, you'll be forced to enter turns a bit slower than you would with a rear-wheel drive car.

Gold	Silver	Bronze
0:24.600	0:25.200	0:27.000



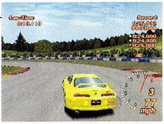
Don't assume it turns better just because all four wheels are spinning.

License Test ⑧ Difficulty

Applied Cornering 2

- This one is kinda tough at first; primarily because the Supra has some whack acceleration. The real key to this license test is to exit the final turn with a lot of speed. It's fast, it's yellow and it's Japanese. Is that car a Toyota Supra or a Pikachu?

Gold	Silver	Bronze
0:24.000	0:24.400	0:26.000



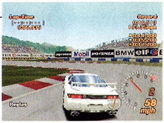
Yuck, the Supra still sucks like it did in the first GT. And it still takes turns like crap.

License Test ⑨ Difficulty

Applied Cornering 3

- Don't go too fast into the first turn—it's unbelievably sharp. Try it out at low speeds first, then visualize the optimal line through the middle (those dotted yellow lines would sure help here!). Enter the last turn deep, then cross the apex and hit the throttle hard toward the finish.

Gold	Silver	Bronze
0:14.100	0:15.200	0:17.700



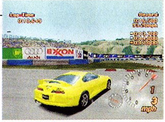
Don't be afraid to cross the rumble strips on the entrance to this series of turns.

License Test ⑩ Difficulty

Applied Cornering 4

- This one's a mess if you're a lead-footed driver. If you get heavy on the gas, you're only sure to drive yourself insane by failing this test time after time. I found it best to rely on light braking and power steering to muscle your way through this wickedly evil 90 degree turn.

Gold	Silver	Bronze
0:13.700	0:14.800	0:17.000



It's all too easy to get sideways with the Supra (because it stinks).

I-C LICENSE TEST

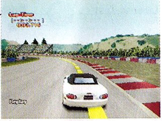
Once you drive into the realm of International Licenses, you'll (hopefully) have a much better feel for the game and its unique physics engine. Acquiring this license won't be as easy as the previous two, but it *will* give you access to even more Special Events and a few of the higher level GT League races.

License Test 1 Difficulty

Advanced Cornering 1

- The corner is tough, but the target times aren't too bad. Follow the line and start braking early or you'll find yourself pulled off the track by the powers of inertia. Inertia is evil, and you should make all attempts to destroy it.

Gold	Silver	Bronze
0:16.050	0:16.600	0:18.000



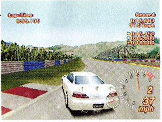
This corner is brutally deceptive. It just keeps going and going...

License Test 2 Difficulty

Advanced Cornering 2

- Enter the turn hard and exit with finesse while lightly feathering the brakes. Once you're past the peak (or apex) of the turn, get back on the throttle and light up the track.

0:15.450	0:16.000	0:18.000



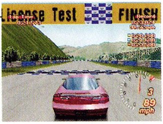
Get on the brakes if you need to, but don't induce a powerslide into the grass!

License Test 3 Difficulty

Multiple Corners 1

- Both turns on this test are sharp. You can take them cleanly, however, if you straighten out the rear end of the Camaro while going through them. Granted, the Camaro isn't so hot when it comes to handling, so it might be easier said than done.

0:20.200	0:21.600	0:23.500



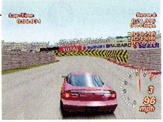
To get the silver or gold medals you'll need to exit the final turn with gobs of speed.

License Test 4 Difficulty

Multiple Corners 2

- I found this test to be easier than most of the others in this class because of the barriers that seem to "keep you on the track." I mean, it's really hard to fail this one by going off the track itself. Just prevent the spinout and you'll be fine.

0:20.200	0:21.600	0:23.500



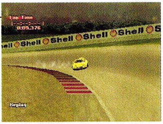
You'll learn how to "see" through corners even when you can't technically see anything.

License Test 5 Difficulty

Practical Cornering 1

- This one isn't too bad if you master the powerslide. Just remember that chicanes tend to induce the rear end of your car to kick out from under you, and if you don't correct for it, you'll enter a spinout. Spinouts are bad.

0:11.400	0:12.100	0:13.600



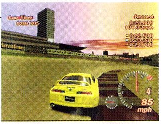
Powersliding with the Supra? How odd, I've never done that before...

License Test 6 Difficulty

Practical Cornering 2

- This test is a longer version of the last test. It forces you to accelerate hard down the main section in between the two turns. Even after you exit the second turn, you'll have quite a ways to go before you reach the finish line.

0:22.500	0:23.300	0:24.700



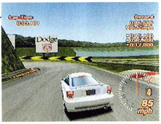
Again, it's important to use those rumble strips as guides for your turns.

License Test 7 Difficulty

Practical Cornering 3

- With its annoying chicane that leads into a hairpin turn at the back end, this one is a real pain. It's very easy to screw this one up the first five times you try it, so don't get discouraged. The best technique seems to be braking as you leave the chicane, then sliding left as you boost through the turn.

0:15.100	0:15.700	0:17.000



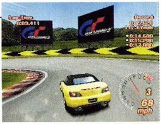
If you carry some speed through the chicane, make sure to slide into the last turn.

License Test 8 Difficulty

Practical Cornering 4

- It's easy to slide up a little too high and lose all of your acceleration due to excessive wheelspin. To prevent this, try feathering the brakes with some "Poor-Man's ABS." Try lightly tapping the brake button as fast as you can instead of just jamming on it with one big hit.

0:14.600	0:15.200	0:17.000



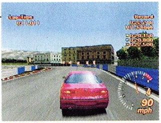
Poor Man's ABS works well on this turn.

License Test 9 Difficulty

Practical Cornering 5

- This test can be passed by simply putting your foot to the floor and muscling your way through the turns. Because of the barriers, there's no worry about falling off the track. I really can't believe how easy this test is.

0:20.150	0:20.800	0:22.500



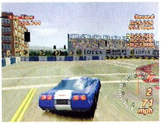
You might need to brake a bit before entering this turn.

License Test 10 Difficulty

Practical Cornering 6

- The final I-C test is a kicker with its combination of crappy car *and* crappy course. Use the width of the track to your advantage by straightening the turns and accelerating hard out of them. This should be more than enough technique to get you the bronze...

0:22.500	0:23.500	0:27.000



Slippidy-sliding your way through the turns isn't so bad in the 'Vette.

I-B LICENSE TEST

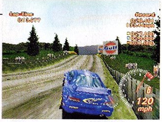
Concentrating on Rally and advanced cornering techniques, the I-B License will be your hardest test yet. Earn this puppy if you want to race most of the tougher tracks within the GT League and the Special Events series.

License Test ① Difficulty

Rally Techniques 1

- The rally tests are ridiculous. Not because they're tough, but because the target times are so lenient. You can slip-slide all over the place and still make the silver medal on your first try. Rally racing isn't as exact as road racing, but it sure is fun...

Gold	Silver	Bronze
0:27.100	0:29.000	0:31.000



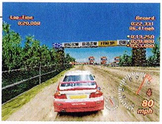
You'll get air with the rally cars, so you better learn how to keep them under control.

License Test ② Difficulty

Rally Techniques 2

- Another super easy test, this one takes you through a series of three small S-curves. This test will teach you how to lead your car into the next turn when racing on a dirt track.

0:19.250	0:20.800	0:23.000



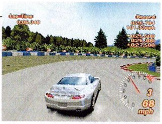
Carry some speed through the last turn and you're golden.

License Test ③ Difficulty

Oversteer 1

- Compensate for the crappy car on this test by correcting the oversteer—accelerate at the very moment you feel your car start to slip. Doing so will make it kick back into the turn and get back on track.

0:25.500	0:26.300	0:27.500



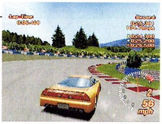
This car has a tendency to oversteer and spinout easily.

License Test ④ Difficulty

Oversteer 2

- With a rear-wheel drive car that likes to spin out, you need to use extreme caution when hitting the gas pedal. Instead of getting on the gas as you start to slip, you'll need to counter steer first and *then* get on the gas. Step one, step two...

0:24.300	0:25.200	0:26.500



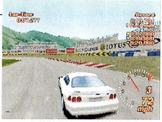
Mid-engine cars like the NSX are notorious for spinning out of control.

License Test ⑤ Difficulty

Multiple Corners 3

- The Mustang powerslides very well, so you'd be a fool not to try it. The only problem is keeping it off the top end of the track (it likes to ride up high) as you take the first turn. Slow down your entry speed if need be.

0:17.900	0:18.800	0:20.000



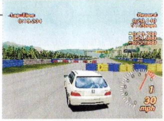
The Mustang has some wicked power, but it falls short with its sluggish handling.

License Test ⑥ Difficulty

Low Speed Slalom

- To master the slalom, you'll have to apply some decent accelerator control through the open spaces in between the blocks. Don't just get on the throttle and try to mash through 'em. That doesn't work too well. You've got enough time, so you shouldn't be rushing out of control.

0:19.700	0:21.000	0:22.900



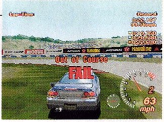
Ugh! I have nightmares about these stupid slalom courses...

License Test ⑦ Difficulty

Multiple Corners 4

- If you take the first turn too hot, you'll slide off the track and fail. The key is controlling the weight of your car and getting it to shift from one side to the other. Once you feel it change over (you'll know what I mean), go full throttle into the finish.

0:19.750	0:20.500	0:22.600



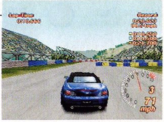
The most common mistake is to take the first turn way too fast.

License Test ⑧ Difficulty

High Speed Slalom

- The real key to this track is keeping your front grille off the tips of the slalom obstacles. It's so easy to naturally want to increase speed and nip one of the edges near the end of the course. Just remember that you should have enough time to control your car if you wish.

0:18.650	0:19.500	0:21.700



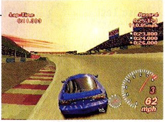
Keep the speed moderate, although still a bit faster than the previous slalom test.

License Test ⑨ Difficulty

Practical Cornering 7

- The RX-7 slides all over the track, so it's a bit hard to push it through the chicane while retaining a lot of speed. I found it best to simply get a good angle on your entry *into* the chicane, and the angle will automatically flow from there.

0:23.800	0:24.000	0:26.000



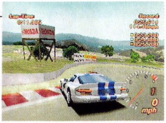
It OK to hug the bottom of the track here. It actually sets you up for the final turn.

License Test ⑩ Difficulty

Practical Cornering 8

- I hate this turn with every bone in my lanky little body. I can't stress how important this turn is (you'll be racing here A LOT), so you better learn to deal with it. The key is to keep your cool and drive extremely slow. I'm talking like 40-50 mph slow. Any faster and you'll be riding the sand into a sheet of concrete.

0:23.200	0:24.800	0:25.700



Dodge Viper + Hardest Turn in the Game = Death!

I-A LICENSE TEST

The I-A License brings back fond memories of the original Gran Turismo. Swearing, smashing your controller into your forehead, and hurdling small objects across the room go hand in hand with these tests. Don't expect to beat them on your first try.

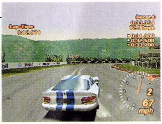
License Test 1

Circle Track 3

Difficulty

• This track will give you a crash course in handling powerful rear-wheel drive cars. Obviously, they are easy to spin out in a turn (and this track is one BIG turn), so your objective should be to avoid spinning by learning to feather the throttle.

Gold	Silver	Bronze
0:31.900	0:32.500	0:33.700



The Viper's got gobs of power, but keeping it from spinning out is another story.

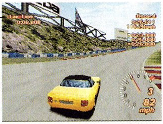
License Test 2

Super Fast Corners

Difficulty

• The elevation plays a huge role in this test. Teaching you how to deal with downforce is the reason behind this test, as you should be able to determine how much grip your car is getting based on the amount of slippage through the turn.

Gold	Silver	Bronze
0:23.900	0:25.000	0:26.800



The Griffith isn't all that hot of a car, but keeping it under control is actually quite easy.

License Test 3

Practical Cornering 9

Difficulty

• This track isn't too hard until you realize that the target times are a bit tight. You'll need to really push this car to the limits and ride the inside of the track if you're looking for anything higher than a bronze.

Gold	Silver	Bronze
0:30.000	0:31.500	0:32.600

Use early braking with the NSX to prevent spinouts.

License Test 4

Rally Techniques 3

Difficulty

• Another easy rally test, this one takes you through a series of small turns. Again, the barriers are your saving grace. The only "danger zone" is when entering the final turn. You need to take it a bit slower than the others or you'll find yourself eating the concrete real quick.

Gold	Silver	Bronze
0:27.800	0:29.000	0:31.000

The tires seem to bite extraordinarily well for being on such messy terrain.

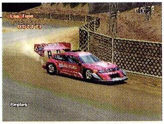
License Test 5

Hill Climbing Techniques

Difficulty

• This is the hardest of the rally tracks so far, partially due to the overwhelming power of the Escudo. Try to stay off the fences as much as possible (obviously) by feathering the throttle instead of putting it to the floor.

Gold	Silver	Bronze
0:27.000	0:29.000	0:31.000



This thing is a rally driver's dream come true. Too bad we don't tell you how to get it. Yet.

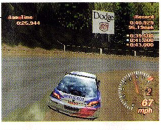
License Test 6

Downhill Techniques

Difficulty

• Since it's a downhill race, the Peugeot will be much harder to stop than normal. I found it easiest to just bounce and slide your way through this one. This is without a doubt the easiest chance at a gold medal that you're gonna get, so make the most of it and race smart!

Gold	Silver	Bronze
0:39.600	0:41.000	0:43.000



The Peugeot is the wizard of Pike's Peak, proving it's actually a decent car for rally racing.

License Test 7

Practical Cornering 10

Difficulty

• It seems like only slight adjustments are necessary to keep your car on the road in this test. If you try to oversteer, you'll just end up eating the walls or spinning out of control. Take a minimalistic approach and fine-tune your optimal line through the turns.

Gold	Silver	Bronze
0:16.300	0:17.700	0:18.800

This car is a lot to handle, but if you keep it off the walls you'll be fine.

License Test 8

Practical Cornering11

Difficulty

• This is a long series of turns that ends in that now infamous chicane/hairpin combo. Keep the Jaguar off the dirt by applying light brakeage through the chicane. Get on the accelerator hard as you enter the hairpin and powerslide to the final straight.

Gold	Silver	Bronze
0:22.900	0:24.000	0:25.000

The Jaguar handles like a dream, so it's possible to pass this test with a few mistakes.

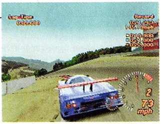
License Test 9

Practical Cornering 12

Difficulty

• If you can clear the corkscrew with this car, you can do anything. This is THE hardest test so far, and with 663HP at your disposal, it won't be easy. This brings a new meaning to the word "overkill." Remember to slow down to a near halt when entering the turn, then get on the throttle to create downforce.

Gold	Silver	Bronze
0:19.900	0:21.000	0:22.000



Just keep it out of the sand and you'll be fine. Sand + GT-ONE Car = Spinout.

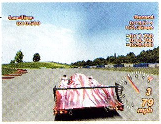
License Test 10

Super Fast Corners 2

Difficulty

• Luckily, the final I-A test isn't as bad as the previous one, but it still requires a bit of concentration and effort to pass. If you get on the outside of the first turn, you'll be properly set up for turn two. It's important to enter the first turn up high while braking, then exit the turn with maximum speed.

Gold	Silver	Bronze
0:17.750	0:18.700	0:20.000



If you make it through the second uphill turn, you're home free.

SUPER LICENSE TEST

Once you beat all of the previous license tests, the Super License will be available. Although it doesn't give you any higher access than the I-A License, **it does open up the secret Event Generator in the GT League menu**. Complete this final set of tests and you're well on your way to becoming a hardcore GT guru.

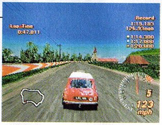
License Test 1

Tahiti Road

Difficulty ●●

- You shouldn't have much trouble if you're like me and you like small front-wheel drive cars with a decent amount of HP. The Mini tears up the track if you apply light braking through the turns. A gold medal shouldn't be too tough to get on this test.

Gold	Silver	Bronze
1:14.300	1:17.000	1:20.000



Believe it or not, the Mini actually takes this test course with ease.

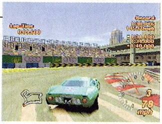
License Test 2

Seattle Circuit Full

Difficulty ●●●●●

- The GT40 is a great car, but this is an extremely tough track to race. The only thing that you can do to get your times down is to utilize the width of track in certain areas. Straighten out the turns and control your braking over the bumps and jumps.

1:31.100	1:34.000	1:40.000



The rear wheel drive GT40 actually handles quite well.

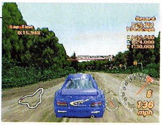
License Test 3

Smokey Mountain North

Difficulty ●

- Like the rally tests in the previous couple of classes, the ones in the Super License are pretty easy. Don't adjust your steering when landing a jump, as you'll immediately be thrown into a spin. If you hit a jump at the wrong angle, land it first to regain traction, *then* correct for your mistakes.

1:22.200	1:24.000	1:30.000



Keep your car from losing traction when landing a jump.

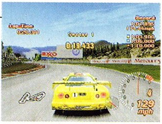
License Test 4

Midfield Raceway

Difficulty ●●●

- It's not hard to run a 1:10 at Midfield with a 700HP 4WD monster like the Nismo GT-R. If you take the first set of corners while retaining speed, you'll have no problem exiting through the high-speed section thereafter.

1:03.400	1:06.000	1:10.000



This thing has got it all: handling, speed, and excellent traction.

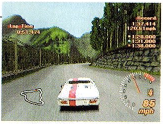
License Test 5

Grindelwald

Difficulty ●●●●

- The Lotus ranks low in driveability. It's always hard to control due to the massive weight shifting in the rear end. There are no sharp corners, so it's important to retain speed through as many turns as you can.

1:28.000	1:31.000	1:38.000



The Lotus isn't exactly the car I had in mind for this chicane-heavy track.

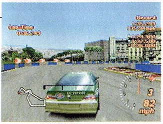
License Test 6

Rome Circuit Full

Difficulty ●●●●●

- The Rome Circuit is the hardest track in the game when raced in its entirety. Lucky for you, you get a halfway decent car to get you through it. Utilize the car's handling and take turns at higher than normal speeds (don't be afraid to take some of the regular turns at 90+mph).

1:29.900	1:32.500	1:36.000



Try to pull through this hairpin while retaining speed.

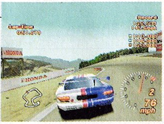
License Test 7

Laguna Seca

Difficulty ●●●●

- I can't believe they keep giving you the Dodge Viper as a test car on this track! It's probably one of the hardest cars to keep on the road. Combine that with a full lap at Laguna Seca and you're in for a real treat. You know the drill on LS by now, so just drive like a grandma and hope for the bronze.

1:13.400	1:16.000	1:23.000



And just when you thought you'd never have to race at Laguna Seca again...

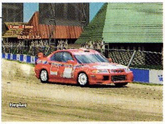
License Test 8

Tahiti Maze

Difficulty ●●●

- This is the last of the rally tests and it's definitely the hardest of the bunch. You can't fail because of leaving the track (the barriers keep you in), but it is much easier to lose concentration and hit a wall too fast out of a hard turn. To save time, cut your turns short and slide through them if possible.

2:04.000	2:08.000	2:20.000



Your only danger of failing is by hitting the barriers if you take a turn too fast.

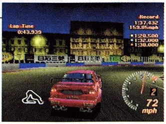
License Test 9

Rome Night

Difficulty ●●●●

- The combination of nighttime driving and blind corners (corners that you can't see around), make this a tough track. On the flipside, the Alfa-Romeo 4WD is an excellent car. There is a really tough hairpin that you'll need to slow down for at the end of the track (I suggest taking it slower than 60 mph).

1:28.500	1:32.000	1:38.000



If you can make it through this hairpin, you're home free.

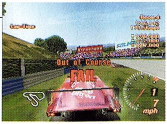
License Test 10

Apricot Hill Speedway

Difficulty ●●●●●

- This one's got some tough combos of high-speed turns leading into deceptively sharp uphill hairpins. Most of them force your car off the track. It sounds easy, but with this much power at your disposal, it's way too tempting to get carried away and floor it whenever the chance arises.

1:08.900	1:12.000	1:17.000



The Toyota GT-ONE car is wickedly fast, so be careful when the track gets narrow.

SO MANY PARTS, SO LITTLE TIME

The key to upgrading your cars effectively comes from the general knowledge of the parts that you'll be equipping them with. If you aren't aware of what you're doing to your car, how can you expect to maximize performance? So in other words, learn what the parts do and you'll know what's best for your situation. Below is a breakdown of all eight major parts categories, along with prices and my own recommendations for each part.

Muffler

Stats: +HP **You'll Notice:** +Acceleration, +Top Speed

When you're looking for a cheap and effective HP boost, the exhaust system should be the first place to look. Upgrading in tiers will only end up costing you more in the long run (9,800 credits versus 5,000 credits), so you're better off just buying the Racing Muffler from the get-go.

Parts to Equip	Price	Rating
Sports Muffler	1,800	*
Active Stability Control	3,000	**
Racing Muffler	5,000	*****

Engine

Stats: +HP **You'll Notice:** +Acceleration, +Top Speed

Expensive is the word when you talk about upgrading your engine. It takes big dollars for small results, but when you've got no where else to turn (especially for non-turbocharged naturally aspirated engines), this is the place to squeeze those extra couple HPs out of your car.

Parts to Equip	Price	Rating
Performance Chip	2,000	***
Engine Balancing	16,000	*
Port & Polish	6,000	*
Bore & Stroke	8,000	*
NA Tune Ups	**Price**	**Rating**
Stage 1	5,000	***
Stage 2	13,500	*
Stage 3	75,000	*

Tires

Stats: N/A **You'll Notice:** +Handling, ++Cornering

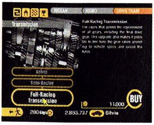
Traction plays a very important role in GT2, as it's the one thing that you can never seem to have enough of. It pays to have several sets of tires for your better cars. They never wear out, hence their steep price.

Parts to Equip	Price	Rating
Sports Tires	7,000	**
Racing Hard	11,000	**
Racing Medium	13,000	**
Racing Soft	15,500	*****
Racing Super Soft	18,000	**
Dirt Tires	8,000	**
Simulation Tires	2,000	*

Drivetrain

Stats: N/A **You'll Notice:** +Acceleration, +Tweaking

If you're a true "gearhead," this is the place for you. Buying a Race Transmission gives the ultimate in system tweaks, allowing you to change individual gear ratios all across the board. It also lets you fine-tune your rear end gear (remember that higher ratios will make the tires spin faster, and vice versa).



Parts to Equip	Price	Rating
Carbon Driveshaft	3,500	*
Transmission	**Price**	**Rating**
Sports	6,000	**
Semi-Racing	6,000	***
Full Racing	11,000	*****
Flywheel	**Price**	**Rating**
Sports	500	*
Semi-Racing	700	*
Full Racing	1,200	**
Clutch	**Price**	**Rating**
HD Single Plate	2,000	*
Twin Plate	3,000	*
Triple Plate	5,000	**
For Professionals	**Price**	**Rating**
2-Way Limited Slip	5,000	**
1.5-Way Limited Slip	5,000	**
1-Way Limited Slip	5,000	**
Full Customization	7,000	***

All parts ratings were determined on a "performance to price ratio" conceived by the author of this guide. They are his opinions based on experience, not fact.

Brakes

Stats: N/A **You'll Notice:** +Braking, Easy Cornering

For those of you who drive with a realistic approach (applying early braking into corners), the sports brakes are a good buy for only 5K. The Balance Controller is IDEAL for controlling spinouts, as it lets you adjust the balance between the front and rear brake pressures.

Parts to Equip	Price	Rating
Sports Brakes	5,000	****
Balance Controller	11,000	*****

Other

Stats: -Weight **You'll Notice:** + Just About Everything

Weight Reduction is essential for adding power and acceleration without actually adding HP to your stats (see "Making the Class" sidebar on pg. 115). The rest of the mods are quite expensive and should only be applied to your high-end supercars.

Parts to Equip	Price	Rating
Racing Modification	85,000	**
Yaw Control System	8,000	**
Active Stability Cntrlr.	50,000	**
TCS Controller	50,000	**
Weight Reduction	**Price**	**Rating**
Stage 1	1,500	*****
Stage 2	6,000	*****
Stage 3	25,000	***

Turbo

Stats: + HP **You'll Notice:** ++ Massive Acceleration

If you've got a turbocharged car, this is the place to go for massive HP gains. Don't just buy a Stage 4 turbo and think that you're done. The rest of your car needs to be balanced as well, or the turbo won't be able to work to its full potential. Each turbo has its own powerband; some rev harder at low RPM, some rev harder at high RPM.

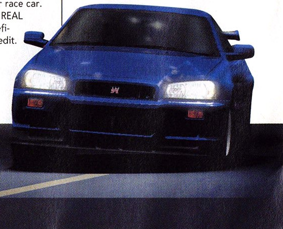
Parts to Equip	Price	Rating
Sport Intercooler	2,000	***
Racing Intercooler	3,500	****
Turbo Kits	**Price**	**Rating**
Stage 1	5,000	***
Stage 2	14,500	***
Stage 3	45,000	****
Stage 4	74,000	*****

Suspension

Stats: N/A **You'll Notice:** ++Handling, ++Cornering

If adjusting the dampening force and overall ride height seem pointless to you, think again! The often overlooked suspension parts are probably one of the biggest improvements you can make to your race car. Full Customization is REAL expensive, but it's definitely worth every credit.

Parts to Equip	Price	Rating
Sports Kit	3,500	**
Semi-Racing	8,000	**
Full Customization	20,000	*****



THE GT LEAGUE

Japan Nationals

Suggested Car: Mitsubishi FTO '94

Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Midfield Raceway	**197**	4,000	N/A
❷ Midfield Raceway	**295**	5,000	N/A
❸ Midfield Raceway	**345**	7,000	N/A

Techniques

The front half of the course has a decent straight that takes advantage of cars with raw HP, but the back half requires a little more finesse. The most notorious of the turns is the slow winding S-curve that leads you into the tunnel. Unless your car has wicked handling, this turn is deadly—even when taken at intermediate speeds. Just remember that you don't need to fly through every turn to win.

French Nationals

Suggested Car: Mitsubishi FTO '94

Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Tahiti Road	**246**	4,000	N/A
❷ Tahiti Road	**295**	5,000	N/A

Techniques

Tahiti Road is set up like an oval with a few left-hand turns thrown in for good measure. About 95 percent of the track is raced with your foot to the floor, and getting into the grassy rough doesn't seem to effect your car much. Straightening out from turns plays a huge role in mastering the track, and along with a little brake feathering, you'll be on your way to domination.

Japan Nationals

Suggested Car: Mitsubishi FTO '94

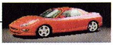
Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Rome Short	**197**	4,000	N/A
❷ Rome Short	**295**	5,000	N/A

Techniques

The absolute hardest track of GT2, Rome Short (and Full) offers an evil blend of high-speed straights and dreadfully slow hairpin turns. It's weird trying to find a car that works well for this course. You usually try to look for either handling or HP, as few cars excel with both. In the case of Rome, however, that's exactly what you need to win; HP *and* handling. At least it's not bad with under 300HP.

US Nationals

Suggested Car: Mitsubishi FTO '94



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Laguna Seca	**246**	4,000	N/A
❷ Laguna Seca	**295**	5,000	N/A
❸ Laguna Seca	**394**	7,000	N/A

Techniques

Laguna Seca is the second hardest track in the game, period. It has two turns that are just plain ridiculous, along with a whole slew of bumps and elevation changes to throw off your car's suspension. Take the downhill chicane at no more than 50 mph. Once you get into the sand, you're losing some serious time. Practice this turn until either your controller breaks, or your fingers fall off—whichever comes first.

US Nationals

Suggested Car: Mitsubishi 3000GT

Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Trial Mountain	**197**	4,000	**R** Castrol Supra GT (J) '96
❷ Midfield Raceway	**345**	5,000	N/A
❸ Midfield Raceway	**395**	7,000	N/A

Techniques

Returning from the original Gran Turismo, Trial Mountain lovers will always remember this track for the deadly set of turns near the front half of the track. Once you learn to take this set of twists and turns slowly (and with caution in traffic), you're well on your way to mastering the track. There are a few places to build up speed—namely, the back straight that winds through the tunnel.

US Nationals

Suggested Car: Mitsubishi 3000GT

Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Deep Forest	**216**	4,000	N/A
❷ Deep Forest	**295**	5,000	N/A
❸ Deep Forest	**443**	7,000	N/A

Techniques

The front half of this course is all twisted up, making it seem like another one of those slow-ass tracks where handling runs the show. But the back half—whew boy! Talk about speed! It takes a good hybrid car with speed AND handling (that's why I chose the 4WD 3000GT) to master this track. As usual, the AI isn't all that bright, and I found that they can be thrown around like halflings if you hog the track.

EURO PACIFIC LEAGUE

• All GT League races must be completed before entering any of the Euro-Pacific races.

Euro League

Suggested Car: Daisin Silvia GT

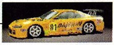
Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Apricot Hill	**591**	10,000	**R** Castrol Supra GT (J) '96
❷ Grand Valley	**591**	10,000	**R** Zexel Skyline GT (J) '97
❸ Rome Circuit	**591**	10,000	**R** Kure R33 GT (J) '97

Techniques

Even though you'll be outclassed HP-wise, the Silvia more than makes up for it with some awesome handling and predictable/consistent response times. The prize money is minimal, but the racing modified cars are one heck of a prize for a single race. Even if you already have better cars, the racing versions tend to sell extremely well (fetching between 125,000-250,000 credits a pop).

Pacific League

Suggested Car: Daisin Silvia GT



Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Midfield Raceway	**542**	10,000	**R** Nissan 300ZX GT (J) '97
❷ Seattle Circuit	**542**	10,000	**R** Mazda Rx-7 LM Edition
❸ Laguna Seca	**542**	10,000	**R** Drag 180SX (J)

Techniques

Again, the Silvia dominates the field if you race it well. Although it's only harnessing 413HP, you have to remember that it only weighs a mere 2,160 lbs. I'd say that's a pretty darn good power-to-weight ratio. The easiest of the bunch (surprisingly) is Laguna Seca (LS). Race LS for the **R** Drag 180SX repeatedly! It sells for an amazing 250,000 credits. That's a lot of dough this early in the game!

INTERNATIONAL LEAGUE

• All races for one championship
• 150,000 credit bonus for winning the championship

• All Euro-Pacific League races must be completed before entering any of the International League races.

GT World League

Suggested Car: **R** Arta GT-R GT

Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Trial Mt.	**Free**	25,000	N/A
❷ Laguna Seca	**Free**	25,000	N/A
❸ Apricot Hill	**Free**	25,000	N/A
❷ Rome Circuit	**Free**	25,000	N/A
❸ M. Raceway	**Free**	25,000	**R** GT-ONE Race Car '98

Techniques

This race should be put off until you've acquired a whole fleet of cars in your garage. Specifically, one of the Arta GT-R GT caliber. If you don't have a car like this (or the money to buy one), it will probably take you a while to even find a car that can hang with the high-powered supercars that rule the GT World League. Knowledge of tuning and the tracks themselves will be essential, along with some of the old patience and persistence. You've raced all the tracks before, so apply the same techniques with a faster car.

SPECIAL EVENTS

Sunday Cup

Suggested Car: Mitsubishi FTO '94

Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Tahiti Road	**Free**	3,000	N/A
❷ High Speed Ring	**Free**	4,000	N/A
❸ Red Rock Valley	**Free**	5,000	N/A

Techniques

Although it doesn't offer any special prizes, this set of races is a good way to get some credits built up when you first start out. Get your car hopped up and ready for the Clubman Cup.

FF Challenge

Suggested Car: Mitsubishi FTO '94

Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Tahiti Road	**295**	5,000	Mugen Accord SIR-T (J)
❷ Midfield Raceway	**345**	6,000	Tom's T111
❸ Trial Mountain	**394**	7,000	Mugen Prelude Type-S (J)

Techniques

Since the FTO was my original purchase, I wanted to milk every last race that I possibly could with it. It does extremely well for the first two races in this category, although it was starting to get outclassed (HP wise) in the third one.

Mid-Engine Challenge

Suggested Car: Acura NSX Type S

Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Grand Valley East	**345**	5,000	TRD2000GT (J)
❷ High Speed Ring	**493**	6,000	Tom's T020 (J)
❸ Red Rock Valley	**591**	15,000	**R** Ford GT40 Race Car

Techniques

Mid-engine cars don't seem to be "all that" in GT2, so be prepared for a lot of handling setup/tuning. Prone to spinouts, all MR cars should have a Brake Balance Controller. Beating Red Rock Valley gives you the classic Ford GT40 Race Car!

Lightweight K Cup

Suggested Car: New Beetle GLs 2.0

Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Rome Short	**147**	5,000	Mugen Beat (J)
❷ Seattle Short	**98**	6,000	Mazda Demio A-Sp. (J) '97
❸ Tahiti Road	**98**	7,000	Mugen CR-X II (J)

Techniques

The Beetle is relatively cheap (unlike real life), and the competition in all three races bring new meaning to the word "turtle." Expect *extreme* speeds that reach all the way up into the 70-90 mph range. Maybe *extreme* was the wrong word to use...

Luxury Sedan Cup

Suggested Car: Daisin Silvia

Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Rome Circuit	**394**	5,000	Accord Type-R
❷ Special Stage R5	**493**	6,000	Chaser TRD Sports X-30
❸ High Speed Ring	**591**	10,000	GT-R 4 Door Nismo (J)

Techniques

For some odd reason, it doesn't require you to use a so called "luxury car" when entering this event. I found it best to just use a modified race car and blow the doors right off the competition from the get-go.

Convertible Car Cup

Suggested Car: Cobra 427 '67

Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Tahiti Road	**246**	7,000	MX-5 Miata A Spec (J
❷ Grindelwald	**396**	8,000	MR-S Show Version (J) '97
❸ Trial Mountain	**591**	15,000	**R** Concept Car LX Edition

Techniques

The Cobra does pretty well on the Grindelwald and Trial Mountain races, especially if you modify it. The suspension, handling, and tires should be your focus (as the car already has gobs of HP at its disposal).

Clubman Cup

Suggested Car: Mitsubishi FTO '94

Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Rome Short	**Free**	5,000	N/A
❷ Grindelwald	**Free**	6,000	N/A
❸ Rome Circuit	**Free**	7,000	N/A

Techniques

One step up from the Sunday Cup, the Clubman Cup doesn't offer any special cars to unlock either; however, it does reward you with about twice as many credits for the low-HP race (though Rome Short is indeed a much harder track than Tahiti Road).

FR Challenge

Suggested Car: Skyline 25GT (2WD)

Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Clubman Stage R5	**295**	5,000	Sileighty (J)
❷ Special Stage R5	**443**	6,000	Nismo 270R (J)
❸ Midfield Raceway	**493**	7,000	Mazda Rx-7 GT-C (J) '99

Techniques

The 2WD Nissan Skyline is one of the most underrated cars in the game (since the Skyline is generally thought of for its 4WD performance). As such, you can upgrade the heck out of it with just a few credits. Try it, I think you'll like it.

4WD Challenge

Suggested Car: Nissan Skyline GT-R

Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Seattle Short	**345**	5,000	Legacy Wagon GT-B (J) '96
❷ Seattle Circuit	**394**	6,000	Nismo 400R (J)
❸ Laguna Seca	**690**	15,000	R32.5 Skyline GT-R (J)

Techniques

The Skyline again, but this time I chose the 4WD version for its overall compatibility. Good from the factory, the easy to upgrade GT-R is a well rounded car suitable for many races throughout the game. A good investment, bar none.

Compact Car Cup

Suggested Car: Mitsubishi FTO '94

Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Rome Short	**246**	4,000	Vitz F (J) '99
❷ Seattle Short	**246**	4,000	Clio 16V
❸ Autumn Ring	**295**	4,000	Lupo 1.4

Techniques

A relatively low HP class makes your original purchase the best choice to race this series. The prizes are weak, but the race experience proves itself worthy later on in the game.

Muscle Car Cup

Suggested Car: Corvette 427 Stingray

Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Seattle Short	**Free**	7,000	PT Spyder
❷ Seattle Short	**Free**	8,000	Shelby Cobra 427 '67
❸ Laguna Seca	**Free**	10,000	Phaeton (concept car)

Techniques

The "Free" HP class seems intimidating at first, but luckily, you'll be going up against a whole bunch of crappy handling muscle cars (no one ever said they were made for road courses!). The 427 seems to be the best of the bunch, although it is pretty expensive.

Historic Car Cup

Suggested Car: Mitsubishi FTO '94

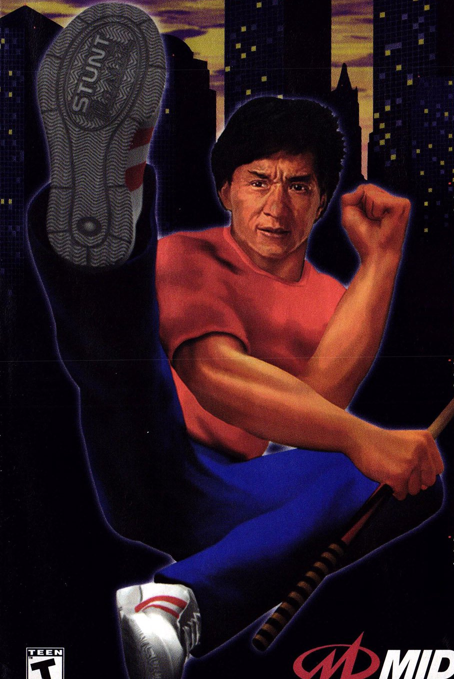
Race #	HP MAX	Credits (1st)	Special Prize (1st)
❶ Tahiti Road	**246**	7,000	Mugen CR-X III (J)
❷ Rome Circuit	**295**	7,000	Europa
❸ Grindelwald	**394**	8,000	XYR '99 (New Celica)

Techniques

Like the Luxury Sedan Cup, the Historic Car Cup lets you race almost anything that you so desire. For that reason, I simply chose to use one of my existing cars instead of purchasing an entirely new one. I suggest you save some credits and do the same.

JACKIE CHAN

STUNTMASTER™



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PlayStation

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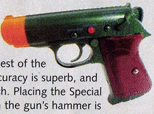
by Gary Steinman
gary_steinman@zd.com

⚙⚙⚙⚙⚙ 5G No question, this should be in your home
⚙⚙⚙⚙ 4G Recommended, very cool
⚙⚙⚙ 3G Pretty good, check it out
⚙⚙ 2G Below average
⚙ 1G Very lame

Shooting Gallery

When it comes to light guns, nothing beats Namco's masterpiece, the Guncon. This became even more apparent when we tested it against three recently released guns. The main problem: All suffered from lags between pulling the trigger and registering the shot on screen. So why bother with any other gun? Well, some have extra features like rapid fire or recoil, and many are compatible with games that don't support the Guncon. Moreover, you can only buy the Guncon packed in with Namco's shooting titles, so if you need an extra one or want a different game, you're out of luck.

Scorpion



Lightweight and comfortable, this pistol is the best of the pack. The accuracy is superb, and aiming is cinch. Placing the Special (B) button on the gun's hammer is ingenious, making the Scorpion a true one-hand controller. It still suffers from that annoying delay, though. Not quite the Guncon, but not a bad alternative.

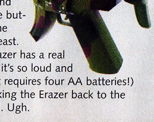
Blaze $24.99
www.blaze-gear.com ⚙⚙⚙

Virtual Light Gun

While some of us really liked the soft trigger, rubberized grips and unique placement of the Special (B) button directly across from the trigger, others found the Virtual Light Gun to be awkward and uncomfortable. But even fans of the setup had too much trouble aiming with this gun. On the plus side, this is the only gun to include a battery-free rumble feature and an extra-long cord.

Pelican $29.99
www.pelicanacc.com ⚙⚙◖

Erazer



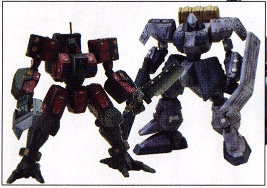
If you think this rifle is ugly, just try using it! Big and bulky with bizarre button placement, the Erazer is a true beast. And while the Erazer has a real kickback feature, it's so loud and obnoxious (and it requires four AA batteries!) that you'll be kicking the Erazer back to the store for a refund. Ugh.

Blaze $34.99
www.blaze-gear.com ⚙◖

Hot Bots

As if playing Front Mission 3 isn't cool enough (just check out our preview of the game on page 50), now you can get your grubby hands on these mechs thanks to Palisades Marketing. We've only seen preview pictures, but we're sure the figures will be up to the high standard of Palisades' other collectibles. Look for them in April.

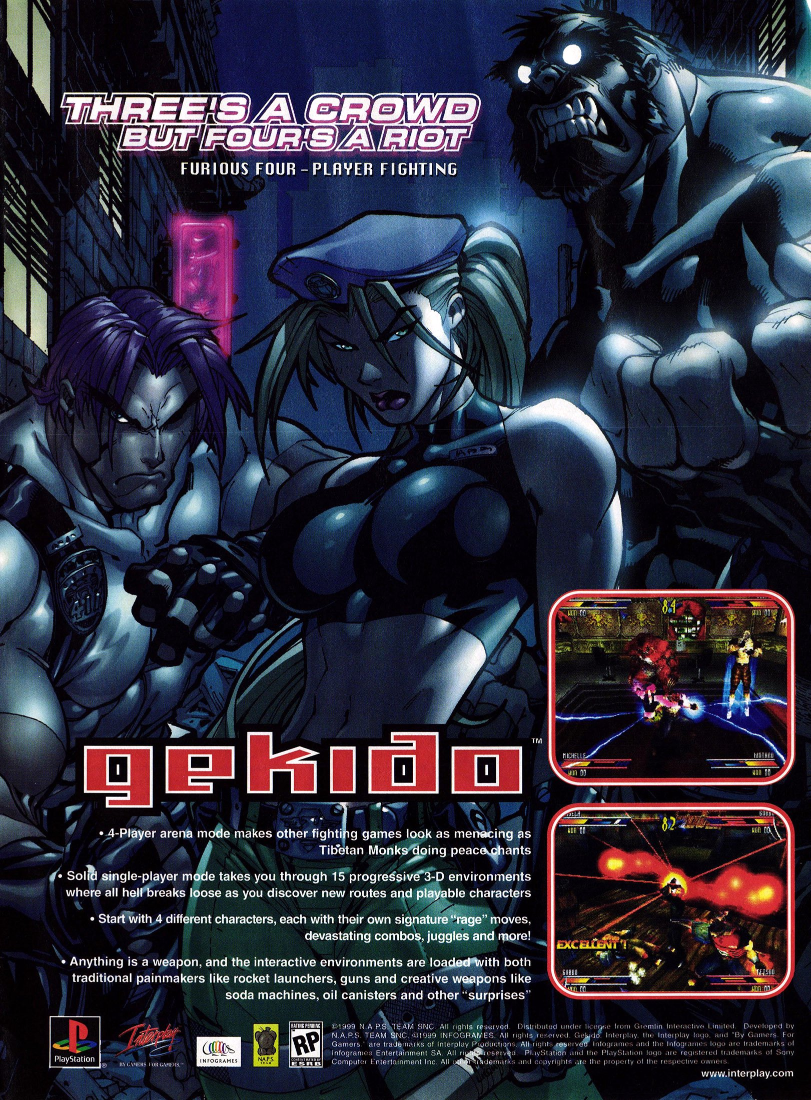
Palisades Marketing $25
www.palisadesmarketing.com



GF Goodies

OPM's Best RPG winner continues to spawn great toys. Palisades has recently released a second set of Final Fantasy VIII Guardian Force figures, including everyone's favorite eight-armed, crimson-caped tough guy, Gilgamesh (pictured at left). Also available are Shiva, Diablos, Odin and several others.

Palisades Marketing $11–25
www.palisadesmarketing.com


THREE'S A CROWD
BUT FOUR'S A RIOT
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MICHELLE
KINTARO
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- 4-Player arena mode makes other fighting games look as menacing as Tibetan Monks doing peace chants
- Solid single-player mode takes you through 15 progressive 3-D environments where all hell breaks loose as you discover new routes and playable characters
- Start with 4 different characters, each with their own signature "rage" moves, devastating combos, juggles and more!
- Anything is a weapon, and the interactive environments are loaded with both traditional painmakers like rocket launchers, guns and creative weapons like soda machines, oil canisters and other "surprises"

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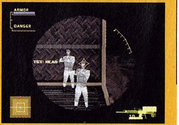
www.interplay.com

Syphon Filter 2

Players	1	**Developer**	Eidetic
Availability	Q1 2000	**Publisher**	989 Studios
Analog Compatible	Yes	**Genre**	Adventure

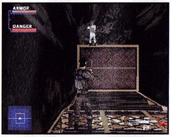
✕	**Kneel/Lower Gabe**
○	**Roll/Zoom out**
□	**Fire**
△	**Climb/Interact/Reload/ Contact Lian Xing/Zoom In**
L1	**Sniper Mode**
L2	**Strafe Left**
R1	**Target Lock**
R2	**Strafe Right**



Custom targeting was never so much fun.

What is it?

There's no denying Syphon Filter's influences: a little bit of GoldenEye, a little bit of Tomb Raider, a lot of Metal Gear Solid. Yet developer Eidetic combined bits and pieces of these various titles into an enjoyable experience all its own. With the sequel, Eidetic takes the adventures of Gabe Logan to the next level.



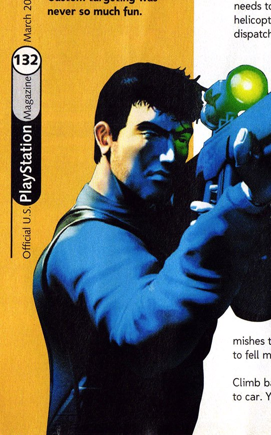
ARMOR
TARGET
DANGER
29

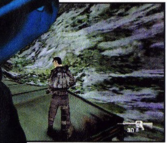
What to expect in the full game:

Lian Xing playable; two-player deathmatch mode; advanced scripting technology between player and NPCs; ride in (and on top of) a variety of vehicles; checkpoints; 10 new weapons and high-tech gadgets such as automatic shotguns, night-vision rifle, flamethrower, explosive grenades, silenced pistols, tear gas, night-vision goggles, binoculars, a crossbow and combat knife; 20 levels in three worlds across two discs; battle top commandos and U.S. Intelligence agents; multiple targeting modes; motion-capture; real-time lighting, explosions, and environmental effects; real-time dynamic MIDI score; intelligent enemy AI and varied mission objectives. Check out the full details in this month's feature.

Our advice:

Lian Xing needs a vaccine—fast—and Gabe needs to get to the front of the train. That helicopter flying overhead will be dispatching troops throughout the level. You can't outrun it, ignore it and let it fly on. Immediately drop down to the floor of the first car and open the box at the back (use the Triangle button). You got the shotgun! This boomstick will be a great boon in skirmishes to come; a single, well-placed round is enough to fell most opponents. Just lock on with R1 and fire.





ARMOR
CHECKPOINT
20

Climb back to the roof and start jumping from car to car. Your shotgun should do the trick against the soldiers you meet. When the train enters a tunnel and you see two soldiers leap down in front of you, dispatch them quickly; there's another soldier trying to ambush you from behind. Eventually, you'll come across two distant soldiers clad in flak jackets. Your normal weapons barely do any damage....but wait! They're not wearing flak jackets on their heads, are they? So take out your sniper rifle and pick off their most vulnerable spot.

By now you should have reached the checkpoint. Continue along, using your shotgun to fell opponents. Feel free to switch to your M-16 if you're running low on shotgun ammunition or just want some variety. When using the M-16, lock on with R1, then fire at your opponent while strafing around them with L2 and R2. You'll come across a grenade-tossing, flak jacket-wearing soldier; this time, run up to him and use your knife to knock him off. Once the night-vision goggles kick in, finish off the soldiers that swarm in from both sides. Hop, skip, and jump to the front of the train, and the demo will end.

Gabe's Weaponry

9MM: Fairly accurate and fairly powerful, this handgun makes a good secondary weapon.
M-16: Fast and furious, but less powerful. Its rapid rate of fire keeps enemies from launching a counter-offensive, but it sucks up ammo like it's going out of style.
Shotgun: Slow but steady wins the race. With its massive blasting power, this weapon does the best job of taking out soldiers. Make sure you have your shot lined up before you fire.
Silenced sniper rifle: Takes a while to set up, but the range and accuracy is second-to-none. Great for head shots from a distance.
Knife: Up close and personal. Deadly accurate, but the limited range forces you into the dangerous thick of battle.

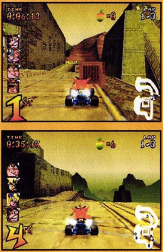
OPM psychic sez:

With expanded gameplay, more missions and more action, Syphon Filter 2 looks to improve upon the original in almost every way. This is one to watch.

Crash Team Racing

Players	1-4	**Developer**	Naughty Dog
Availability	Now	**Publisher**	Sony CEA
Analog Compatible	Yes	**Genre**	Racing

✕ Accelerate
○ Use Special Weapon
□ Brake
△ Toggle Speedometer & Map
L1 Car Hop or Power Slide
L2 Change View
R1 Car Hop or Power Slide
R2 Use Special Weapon



Here's the first apple crate... and the second is on the ledge to the left.

What is it?

Sony takes their carefully scripted, planned and manufactured mascot and drops him and his friends into a carefully scripted, planned and manufactured go-kart racing game. The result? A surprisingly good kart title far better than anyone expected.

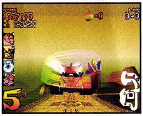
What to expect in the full game:

Adventure mode to defeat evil racing alien Nitros Oxide; Arcade mode with four cups and 17 courses; Versus mode for one to four players; Battle mode (free-for-all or teams) for one to four players; Time Trial mode; eight characters plus secret characters; assorted weaponry with upgradeable power levels; scandalous customization options; no slowdown.

Our advice:

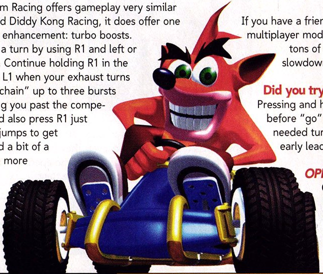
While Crash Team Racing offers gameplay very similar to Mario Kart and Diddy Kong Racing, it does offer one major gameplay enhancement: turbo boosts. Power slide into a turn by using R1 and left or right directional. Continue holding R1 in the slide, then press L1 when your exhaust turns black. You can "chain" up to three bursts in a row, zooming you past the competition. You should also press R1 just before hills and jumps to get more airtime and a bit of a turbo boost. The more time you can spend airborne, the better your turbo boost when you land.

Once you get the hang of the turbo system, you'll constantly replay the course, determined to eke out every drop of possible speed.



When you're not turbo boosting, you'll be performing the two cardinal gameplay tasks of go-kart titles: driving and using weapons. Both are improved by picking up apples. Our best advice is to focus on crashing through the crates. The first crate can be found on the right side of the track, right before the "square" loop. A second crate can be found near the final third of the track, on the left side (you'll have to jump across a small chasm to reach a thin elevated strip). Getting 10 apples juices up your weapons and increases your top speed.

If you have a friend and/or multitap, give the multiplayer modes a whirl. Not only are they tons of fun, there's not a whit of slowdown to be seen.



Did you try?

Pressing and holding the accelerator just before "go" lights up? You'll get a much-needed turbo-boost and burst into an early lead.

OPM psychic sez:

Original? No. Inspired? No. Rock-solid and tons of fun? Yes! CTR is a great racing game, a great party game, and a great value.

NCAA Final Four 2000

Players	1-8	**Developer**	989 Sports
Availability	Now	**Publisher**	989 Studios
Analog Compatible	Yes	**Genre**	Sports

	Offense	Defense
✕	Shoot	Block
○	Pass	Switch Players
□	Steal	Protect
△	Auto Defend	Pump Fake

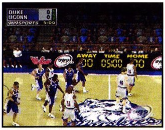
L1 Intentional Foul
L2 Not Used
R1 Speed burst (while running)
R2 Not Used

What is it?

College. Basketball. 2000. NCAA, no less.

What to expect in the full game:

Exhibition, season, tournament and arcade modes; four levels of computer difficulty; new character models with more than 200 animations; new, detailed control scheme; ESPN's Quinn Buckner with play-by-play and analysis; playbook design by Georgia head coach Jim Harrick.



DUKE
UCONN
989SPORTS

Our advice:

It's Duke vs. the University of Connecticut, so take your positions and get playing. When shooting, hold down the shoot button until the "Touch Shooting" meter fills to the top, then release. The computer steals like a fiend on the higher difficulties, so be cautious.

OPM psychic sez:

Good, solid, NCAA basketball. It may not be the best college hoops game on the PlayStation, but it's a decent offering with all the trimmings.

Spyro 2: Ripto's Rage!

Players	1	**Developer**	Insomniac
Availability	Now	**Publisher**	Sony CEA
Analog Compatible	Yes	**Genre**	Action

✕	**Jump (hit 2x to glide)**
○	**Flame Attack (spit out item)**
□	**Charge (in water Spyro dives)**
△	**Free Look/Drop (while gliding)**
L1	**Spin Camera Left**
L2	**Spin Camera Left**
R1	**Spin Camera Right**
R2	**Spin Camera Right**

It's a lot of world for just one dragon.

What is it?

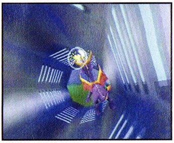
Spyro the Dragon was an enjoyable, if overly simple, PSX platformer. With the sequel, Insomniac games hopes to address some of the original's shortcomings, adding gameplay, minigames, and inspired level designs while expanding the world of gamers' favorite dragon whelp.

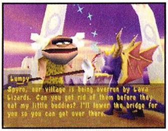
What to expect in the full game:

More stages, more gems, more talismans, more minigames and more adventure.

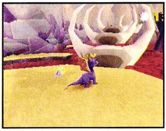
Our advice:

After a storybook introduction, the demo gives you your choice of two levels: Sunny Beach or the Skelos Badlands. Sunny Beach is a simple level that helps you get your bearings and master Spyro's controls. Your primary goal is to lead the herd of baby turtles to the end of the level. They can mostly take care of themselves, but you've got to open the doors throughout the stage that impede their progress. To keep the doors open, head butt the lumbering, larger tortoises until they sit on the switch. Once you've killed 11 enemies, you'll gain temporary access to Spyro's super-breath. This lets you blast open the metal casks seen earlier in the level. Also, late in the level, you can challenge a cook to save some turtles from becoming turtle soup. Direct the turtles away from the pot and into the water on the top of the screen.





Lumpy
Spyro, our village is being overrun by Lava Lizards. Can you get rid of them before they eat my little buddies? I'll lower the bridge for you so you can get over there.



Skelos Plains offers a more prehistoric field in which to test Spyro's mettle. Master using the first-person view (Triangle button) to carefully aim swallowed rocks. Making it to the end of the level is enough to earn this stage's talisman, but you can also collect golden dinosaur bones and save hapless villagers from a saurian attack. Once you've offed 16 enemies, Spyro can gain temporary invulnerability to lava flows. Use this to reach previously inaccessible areas.

OPM psychic sez:

With expanded gameplay options and a variety of minigames within each level, Spyro 2 does everything the original did better.

Silent Bomber

Players	1	**Developer**	Bandai
Availability	Now	**Publisher**	Bandai
Analog Compatible	Yes	**Genre**	Action

✕	**Jump (2x to escape)**
○	**Set Special Bombs**
□	**Set Bombs/Lock-on Unit**
△	**Explode Bombs**
L1	**Switch Bomb Type**
L2	**Not used**
R1	**Switch Bomb Type**
R2	**Not used**

SCORE 17188
TARGET 03/11

What is it?

"We are proud of the skill to express explosion," read Bandai's press materials. And express explosions this game does! Take the role of one-man demolition army Jutah Feit as you battle the evil Dante Group to free the Judicial Planetary Alliance.

What to expect in the full game:

Four special bomb types; CG cut-scenes; two-player battle mode; immense environments; lots and lots and lots of explosions.

Our advice:

The first mission serves as a sort of training. Practice your moves as you go through the level, placing bombs where the "target" signs appear. You can "triangle" jump off the walls by jumping again in midair. When you pick up the Lock-On unit, press and hold the bomb button to latch onto a target. When you face the multiple helicopters at the end of the level, bomb the environment to reveal hidden Napalm charges. Oops, were those innocent civilians? That must really suck.

Seven years later, Jutah is much more of a badass. Drop and explode bombs with extreme prejudice. Try to stay constantly moving, one step ahead of your chained explosions. Some of the larger targets may take several volleys to completely obliterate, so be cautious before forging ahead. The spider droid at the end is easily dispatched by running between its legs and dropping explosives. Good luck!

OPM psychic sez:

If you can get past the language barrier, you'll find that Silent Bomber speaks the universal language of BIG EXPLOSIONS. It may not be the deepest title around, but it's lots of fun—and it sure blows stuff up real good.

Twisted Metal 4

Players	1-4	**Developer**	989 Studios
Availability	Now	**Publisher**	989 Studios
Analog Compatible	Yes	**Genre**	Action

✕	**Gas**
○	**Look Back**
□	**Quick Turn/Hard Turn**
△	**Reverse**
L1	**Previous Weapon**
L2	**Use Weapon**
R1	**Next Weapon**
R2	**Machine Guns**

I love the smell of... I'm sorry, I can't do it.

What is it?

When Twisted Metal's developers left Sony to join with GT Interactive, 989 Studios took control of the license—and Twisted Metal III managed to undo everything the first two titles had perfected. But with Twisted Metal 4, 989 Studios is putting right what once went wrong. Most important, the level design is more inspired and the physics engine is actually playable.

What to expect in the full game:

New storyline, battlegrounds, weapons, vehicles and characters; unique and larger level designs; improved graphics and vehicle physics; 30 frames per second graphics engine; lots of hidden characters and vehicles; multitap support; music by Cypress Hill, Cirrus, Skold and Rob Zombie; deathmatch-only levels.

Our advice:

You start out with a massive arsenal and three very angry opponents. Familiarize yourself with each incendiary device; it takes a lot of firepower to permanently disable an opponent, and you're going to need everything you've got. A good strategy is to lure opponents toward one another, then get out of the way. With luck, they'll continue blasting away at each other while you speed off to safety. Learn to circle around an enemy, keeping him in your sights at all times. The machine gun may look weak, but even the strongest foe will fall if peppered with enough shots.

Twisted Metal 4 has several undocumented "combos" that you can use in addition to your weapons. With these tricks, your opponents don't stand a chance. Left, Right, Up, Up will Freeze your opponent, leaving them susceptible to your most powerful attack. Up, Up, Down, Down warps your vehicle to another "safe" part of the level. Up, Up, Left gives you a jumping turbo boost, while Up, Up, Right activates your shields. Finally, Up, Down, Up, Down, Up does a massive and devastating attack.

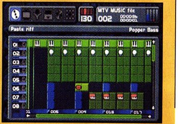
OPM psychic sez:

While not quite up to the series high point of Twisted Metal 2, this game is almost good enough to make us forget Twisted Metal III. Almost. Fans of vehicular combat should definitely give this one a look.

MTV Music Generator

Players	1-4	**Developer**	Codemasters
Availability	Now	**Publisher**	Activision
Analog Compatible	No	**Genre**	Misc.

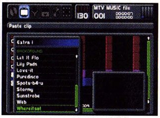
✕	**Action/Place a Riff**
○	**Display the menu for this screen**
□	**Delete a riff**
△	**Go back to previous menu**
L1	**Shortcuts**
L2	**Shortcuts**
R1	**Shortcuts**
R2	**Shortcuts**



You are the DJ; here is the beat! Layer it like a naughty bean-dip.

What is it?

Rapped with PaRappa? Jammed with Um Jammer? Ready for the next level in music "games" on your PlayStation? MTV Music Generator is a full-fledged (well, half-fledged, at least) music simulation tool for your PlayStation console. Choose, layer and arrange riffs, add video accompaniment, and voila: you're making music.

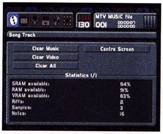


What to expect in the full game:

Thousands of professional-quality premade samples, riffs and video clips in the styles of house, techno, trance, drum'n' bass, hip hop, rock, and indie; use your own CDs to create samples from scratch; 24 audio channels and near "limitless" video channels; tons of video clips to mix and match; comprehensive online help; up-to-four player Music Jam Mode; 11 demo songs; save and load songs to Memory Card.

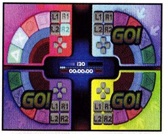
Our advice:

MTV Music Generator is a free-form expression of your creativity, so we'll try to keep the advice to a minimum. Be sure to use the shortcut keys of L1 for the Riff Library (all riffs) and R2 for the Riff Palette (riffs currently in use). Most of your samples will be found in the "House" category. Layer, test, repeat. Try putting together samples you wouldn't think would sound well together; sometimes the strangest combinations make for the most interesting songs. Also, give the Music Jam Mode a try for some free-form musical jamming. This mode is great for those times you don't want to think, plan, or strategize—and just want to make some music.



Statistics I/I

SRAM available: 84%
RAM available: 91%
VRAM available: 83%
Riffs: 2
Samples: 3
Notes: 16



OPM psychic sez:

If you have any experience with a professional music-editing suite on the PC, MTV Music Generator may seem awkward. But if you're a PSX diehard who's looking for a relatively inexpensive way to arrange some tunes, MTV Music Generator may be music to your ears.

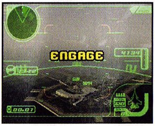
Ace Combat 3: Electrosphere

Players	1	**Developer**	Namco
Availability	Q1 2000	**Publisher**	Namco
Analog Compatible	Yes	**Genre**	Action

- ✕ **Fire Machine Guns**
- ○ **Fire missiles**
- □ **Ground map display**
- △ **Change lock on target**
- L1 **Decelerate**
- L2 **Left yaw**
- R1 **Accelerate**
- R2 **Right yaw**

What is it?

Namco's flagship Ridge Racer series has always thrilled driving fans. But what of gamers whose dreams reach to the sky? For them, Namco has Ace Combat. Part arcade-style shooting and part flight simulation, the Ace Combat series has always been a great way to burn up the skies.



Our advice:

The controls are slightly more advanced than in Ace Combat 2, so practice a few barrel rolls and sharp banks before engaging the enemy. It's hard to hit things with your rapid-fire machine guns, so you'll undoubtedly turn to your missile arsenal before too long.

What to expect in the full game:

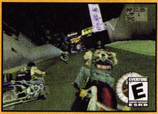
Stunning CG and hand-drawn animation sequences; unique ship designs; light sourcing, horizon draw-in, and environmental effects.

OPM psychic sez:

It's a bit more simmy than series fans may be used to, but it's still a blast.

Test Drive Cycles

Players	1	**Developer**	Infogrames
Availability	Q1 2000	**Publisher**	Infogrames
Analog Controller	Yes	**Genre**	Racing



What is it, and why should I care?

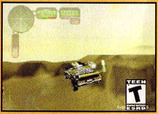
The Test Drive legacy gets infused with motorcycle mania. Thirty-five licensed bikes including Harley Davidsons; a dozen real-world locations; streaming three-dimensional track engine with shortcuts; championship mode with upgradeable bikes; two-player capability.

OPM video critic sez:

In recent months there seems to be a real trend of retro-footage spliced against gameplay footage and rockin' music. While the backgrounds look a bit repetitive, the bike models and engine sounds appear to have been nailed right on the head. Hopefully the gameplay will make it worthwhile for racing aficionados. Thumbs up.

Vigilante 8: 2nd Offense

Players	1-4	**Developer**	Luxoflux
Availability	Now	**Publisher**	Activision
Analog Controller	Yes	**Genre**	Action



What is it, and why should I care?

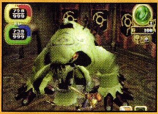
The original Vigilante 8 merged the quirky world of the PC driving simulation Interstate '76 with a mess of Twisted Metal-style action. The result was a remarkably enjoyable vehicular combat title. The sequel adds a time-travel twist, allowing for even more insane weaponry, flying vehicles and crazier physics. Toss in upgradeable cars, mission objectives, two-player cooperative and deathmatch modes, and a funky '70s soundtrack, and you have a winner.

OPM video critic sez:

Sure, other series make cars go boom, but only Vigilante 8 does it with such bell-bottomed aplomb. The game itself may not be better than the original, but the video gets a hearty thumbs up.

Alundra 2

Players	1	**Developer**	Contrail
Availability	Q2 2000	**Publisher**	Activision
Analog Controller	Yes	**Genre**	RPG



What is it, and why should I care?

Alundra is infamous for its insanely difficult level design, spot-on controls, and 2D graphics. The sequel brings the series into full 3D—for better or for worse. The isometric adventure RPG gameplay appears to be unchanged. Alundra 2 also features four elements to master, 10 minigames, and the characters PuzzleMania and ToiletMania. (ToiletMania will likely be flushed before the game reaches U.S. shores.)

OPM video critic sez:

The game itself appears to be only average. Hopefully, the final title can match the cult-like, maddening gameplay of the original. Tentative thumbs up.

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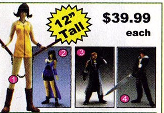

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Next Month

A look ahead at our next issue

Official U.S. PlayStation Magazine

April 2000

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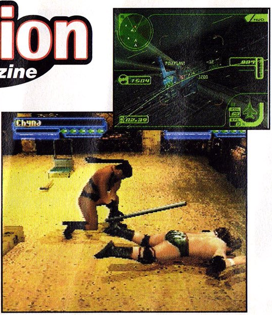


By the time you get to this page, we're sure you've been whipped up into a frothy mess in anticipation for Syphon Filter 2. But what you really want to know is whether SF2 is better than the first game, right? We'll be back next month with a full review of 989's hot new action game, along with reviews of other big titles like WWF SmackDown and Ace Combat 3 Electrosphere. Plus, you'll get all the latest PlayStation news and previews, tons of tricks, helpful strategies, spankin' new PlayStation2 screens and an awesome Demo Disc jam-packed with plenty of topnotch games.

Official U.S. PlayStation Magazine
SONY

Check Out Our Next Demo Disc!

PLAYABLES: HOT SHOTS GOLF 2, GEKIDO, SPIDER-MAN, COLONY WARS RED SUN, ROLLCAGE STAGE II, EAGLE ONE: HARRIER ATTACK

NON-PLAYABLES: GALERIANS, WWF SMACKDOWN

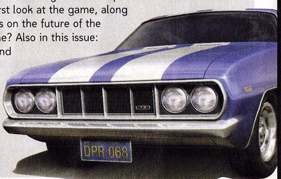
Editorial content subject to change

ELECTRONIC GAMING MONTHLY

On sale now

We bring you the first big exclusive of the new millennium. Reflections and GT Interactive are already well on the way to finishing the followup to one of the biggest games of 1999. We have the first look at the game, along with interviews with the team and news on the future of the Driver franchise. Driver 3 on PS2 anyone? Also in this issue:

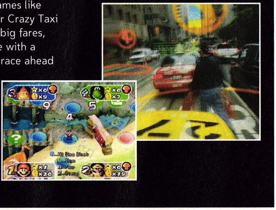
- The big Dreamcast games for 2000 and beyond. What's the next big thing?
- Pokémon lunacy continues. Each month we'll bring you all the latest Pokémon info. When will the backlash begin?
- Tricks for all the hottest games.



EXPERT GAMER

On sale February 22

XG can't seem to get out of the fast lane—especially with awesome driving games like Crazy Taxi and Gran Turismo 2. Our Crazy Taxi guide will have you ringing up the big fares, while we update our GT 2 coverage with a complete car list. RPG fanatics can race ahead to our complete event guide to SaGa Frontier 2. For you "Monster Freaks" out there, we've got Pokémon Gold and Silver and Dragon Warrior Monsters. Finally, break out the chips and dip, because its time for Mario Party 2.



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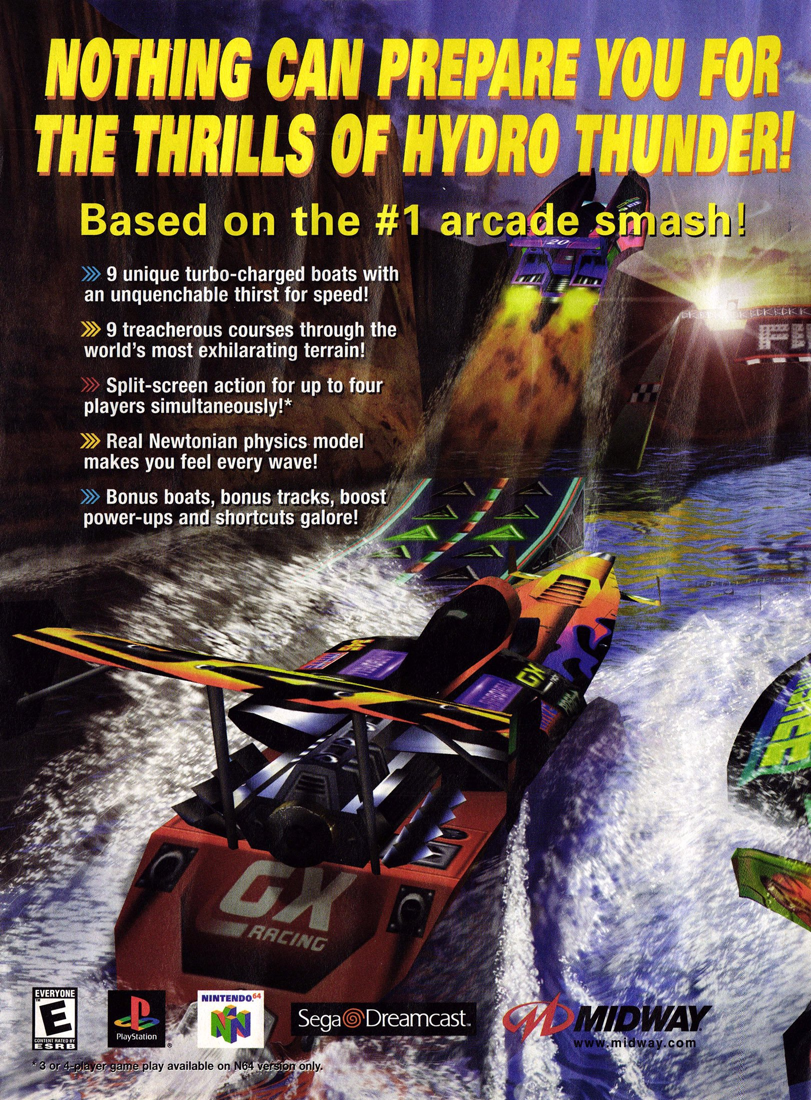

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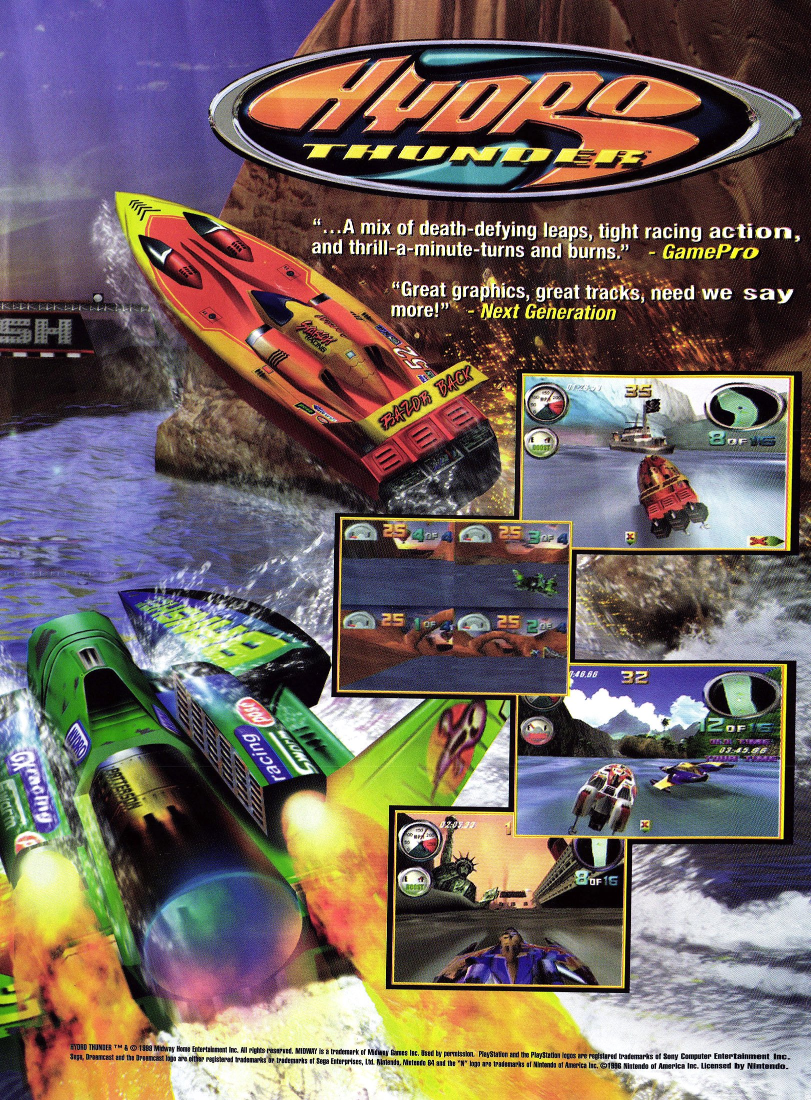
* 3 or 4-player game play available on N64 version only.



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PlayStation

MATURE
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CONTENT RATED BY
ESRB

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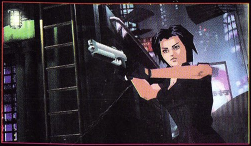
Perspiration
Dilation of Pupils
Trembling
Nausea
Loss of Appetite

Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.



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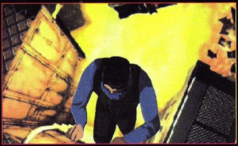

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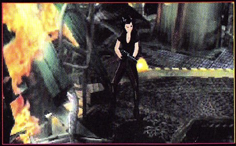

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